



rain

AMERICAN MONSTERS

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EXT. SNOWY MOUNTAINS - DAY

Snow falls like powdered sugar over a CLEARING in the mountains. Wind howls. The outline of a TREE LINE is visible through the snowy haze.

IN THE TREE LINE

A MAN (50), wearing winter camo and carrying a hunting RIFLE, runs through the snow like the law is on his tail.

Finally, he throws his back to a tree trunk and hunkers down. He's dripping sweat despite the cold. This is DR. MARK NELSON, and this is the worst day of his life. He nervously pans the hazy gray sky. Waiting...

But when nothing happens, he yanks a PEN and PAD from his jacket pocket. Quickly jots a note in it --

WHOOOOOSH-WHOP-WHOP. Nelson freezes. Something FLAPS through the air above with the sonic boom of helicopter rotors.

HRRRRRAAAAAAARRR. An inhuman shriek erupts from the sky.

Nelson pockets the pad and RUNS through the trees. He stops abruptly -- the CLEARING lies ahead. The refuge of a THICK FOREST is visible beyond it. He jogs into the clearing when he SLIPS, FALLING to the ground. He tries to get to his feet but slides, his hands uncovering ICE.

He's not just in any clearing. He's on top of a frozen lake.

HRRRRRAAAAAAARRR -- SKRAR-SKRAR-SKRAR.

Nelson aims his rifle at the sky, but whatever the hell is hidden in the snowstorm doesn't reveal itself.

WHOP-WHOP-WHOP-WHOP-WHOP. The flapping CIRCLES him.

He carefully steps as fast as he can toward the thick forest.

HRRAAAAAAR. Fuck it. He's sprinting now. The forest is close. 30 yards. 20... 10... 5... HE'S ABOUT TO MAKE IT --

WHOOSH!

He's ROCKETED STRAIGHT UP INTO THE AIR by something moving so fast we can't discern more than it's large, dark, and winged.

Nelson's tortured screaming echoes from somewhere in the sky. Mother Nature doesn't care. Beautiful white snowflakes continue to fall, covering his prints. A moment later, a column of FROZEN BLOOD snows down. Nelson's scream fades to --

INT. DIVE BAR - WASHINGTON, DC - NIGHT - EIGHT MONTHS LATER

Punky SING-SHOUTING. A frontman we'll later meet as ZACH (17, Black) attacks the mic while picking at a Telecaster, a wall of growling southern punk blasts from a BAND behind him.

As the song ends, Zach scans the packed crowd, not finding who he's looking for. He turns, trying to hide his disappointment.

DRUMMER

You good?

Zach nods, picks up a beer off his amp and slugs it.

EXT. RUSSELL SENATE BUILDING - WASHINGTON, DC - NIGHT

Marble and limestone. American impression of French design.

TV HOST (PRE-LAP)

You're a four-term minority whip, and you've got a reputation as one of the most powerful Senators in recent history.

INT. REMY'S OFFICE - RUSSELL SENATE BUILDING - NIGHT

A NEWS INTERVIEW plays on a flatscreen. In it, SENATOR REMY CHATELAIN (46, Black, confident, mild Louisiana Creole accent) sits across from a Tucker Carlson-ish TV HOST.

TV HOST

Yet you've slipped wildly in the polls for reelection over the last few months.

We pan over a few hanging photos of Remy shaking hands with politicians before passing a couple tastefully TAXIDERMIED GAME ANIMALS -- a mule deer head, a mallard, a quail.

REMY ON TV (V.O.)

Eight points is hardly "slipping wildly." It's just a minor setback.

We pass photos of REMY (30) and a guy we'll later know as LANE (30) in deep backcountry camps, butchering hunted elk. Another photo shows Remy lugging a heavy pack loaded with game meat, a COMPOUND BOW in hand.

Just a heads up -- this isn't some rich dentist posing with Cecil the Lion. These photos depict grueling hunts and meat pack-outs that require extreme endurance and skill, one of the last primal pursuits known to man.

Finally, we land on the real-life REMY CHATELAIN at his desk. He holds a phone to his ear and idly watches the TV.

REMY (INTO PHONE)
Yeah, exactly, man.

TV HOST
A "minor setback?"

REMY ON TV
You know those losses won't stick.

TV HOST
You must have another trick up your sleeve... Another tape to leak?

REMY ON TV
Oh, come on.

TV HOST
Then tell me, Senator, really: How is the public supposed to trust you again after the stunt you pulled to win last election? What can you say to address that?

REMY ON TV
Same as I've said before. I did only what was necessary. It's an eye for an eye in politics and warfare.

Remy grabs a remote. MUTES the interview.

REMY (INTO PHONE)
I appreciate you... Yeah, next week.

He hangs up. Crosses out a name on a list of 10 POLITICIANS on his desk. Only one name remains -- ALDRIDGE. Remy glances up to his TV. His confidence melts -- a GRAPHIC in the interview displays Louisiana Senate race poll numbers:

- ARLEN KNOEPFLER - 54%
- REMY CHATELAIN (incumbent) - 46%

A KNOCK at the door. Remy's coolness returns on cue.

REMY (CONT'D)
Come on in.

An AIDE (30, male, exhausted) enters.

AIDE
I double-confirmed Codney's a 'no' on S.201, but Aldridge is a holdout.

REMY
I want the bill dead tonight. She's
the last vote we need.

AIDE
She's not taking my calls.

REMY
Why don't you track her down?

AIDE
It's ten-thirty, Remy. Could I just,
uh, rest my eyes... take care of it
in the morning?

Remy glares past his Aide at the polling numbers on TV --

AIDE (CONT'D)
With all due respect, nothing changes
whether I find her tonight or --

REMY
Okay. Sure. Go rest those eyes...
Just clear out your desk for me.

Remy stands, passing his (former) bewildered aide.

EXT./INT. REMY'S F-150 - NIGHT

Remy drives down a DC street past a restaurant valet in favor of street parking. He sits alone, staring out at the Capitol. A hint of sadness behind his eyes. It could all end soon. His phone BUZZES. He checks it -- not a number he recognizes, so he silences it. He takes a breath, steels himself --

INT. FANCY BAR - NIGHT

Swanky. Remy enters, his eyes hunting the room. He lands on SEN. GRACE ALDRIDGE (40s) at the bar with a DUDE (40s, suit). He sidles up to the Dude, his confidence back --

REMY
I got the next round if you let me
chat up your girl.

They look over. Grace motions for Dude to take a hike. Remy takes a seat.

ALDRIDGE
Thought I managed to avoid you.

REMY

Nobody avoids me, Grace... So I'm pretty sure I recall Sen. Long killing your bill last summer. And you're gonna back him on 201 next week without getting revenge.

ALDRIDGE

Half my state works in ag. 201's good for them.

REMY

It's an eye for an eye in --

ALDRIDGE

You just want my vote so you can take credit for killing the bill. But what's it matter? Your numbers are getting more fucked by the minute.

REMY

So are yours... And you think voting for this is gonna help? Your base will think you've gone soft. And the other half you're trying to appease will never vote for you anyway... Besides, I like you, Grace. You don't want to wind up on my bad side.

Grace goes silent, pensive. Remy eyes her intently.

ALDRIDGE

Okay. Yeah. Let's kill it.

REMY

Good night, Senator.

Remy drops some cash on the bar when the BARTENDER serves a MAI TAI on a NAPKIN in front of him. Remy eyes it, lost --

REMY (CONT'D)

I don't drink rum.

BARTENDER

On the napkin.

Remy looks -- there's a RIDDLE written. *Who's 5'10, hates Chevy, and used to fuck you up in Supersmash Bros?*

His phone VIBRATES again. He silences it.

He looks up, scans the room -- LANE MARLOW (mid-40s, swaggy Texan gait, other guy from the hunting photos in Remy's office) finger guns him from across the bar. He starts over.

REMY

Holy shit.

LANE

Remy fuckin' Chatelain!

The guys hug tight.

REMY

What you doing out here, Lane?

LANE

Making my rounds. Couple bills I got skin in this session... Been hard to pin you down though.

REMY

You got me.

LANE

I heard about Alicia. I'm sorry. How you doing, bud?

REMY

It's... I'm fine... Little bird told me you got engaged.

LANE

That I did.

REMY

Congrats, man. Look, I'm wiped. Let's get together next week.

LANE

I'm taking off in the morning. But, bud, I've been watching the news... Not looking so hot.

REMY

Appreciate the reminder.

LANE

Well, I only bring it up 'cause I think I can help you out.

Remy's intrigued --

REMY

Yeah? How's that?

LANE

You free this weekend?

REMY
I can make time.

LANE
I got a new hunting ranch in Montana.
I'll fly you out. We'll talk.

REMY
Let's just jump on a call.

LANE
There's some stuff I want you to see
there that I need a little help with
myself. It's kinda time-sensitive.
And trust me, this place, you'll love
it... remember that course we took
senior year? The folklore one.

Remy's eyes narrow, trying to make sense of the hint.

LANE (CONT'D)
We'd have a helluva time.

BZZZT. Remy's phone. Same number.

REMY
Jesus. Let me take this... Hello?

Remy listens. His jaw tenses with anger.

REMY (CONT'D)
I'm on my way... I gotta get. Good
seeing you, man.

Remy starts toward the door. Lane almost reaches out to grab him. A tinge of desperation in the move.

LANE
Think about it, bud!

INT./EXT. REMY'S TRUCK/ALLEY - NIGHT

Remy turns into a dark alley. He pulls next to a dumpster, exits the truck. Knocks on a door with no handle. Then it opens. A Metro Police SERGEANT (50s) ushers him in.

INT. DC METRO POLICE STATION - NIGHT

The Sergeant leads Remy down a service hall.

SERGEANT

Fifty in a thirty. Open container.
Figured I'd give you a heads-up
before the news got wind.

REMY

Appreciate it.

Sergeant opens a door to an office -- where Remy's son ZACH,
the frontman we saw at the punk show, sits in a chair,
handcuffed.

INT. REMY'S TRUCK - NIGHT

Remy drives, livid. Zach's passenger.

ZACH

It's not a big deal. They're not
filing charges.

REMY

You were this fucking close to
putting the nail in the coffin.
They'd rip me if that got out.

ZACH

Yeah, guess it wouldn't have played
well with --

(imitating an ad)

"Progressive politics and family
values. I'm Remy Chatelain, and
together, we can move Louisiana
forward."

REMY

What's your problem?

Zach doesn't respond.

REMY (CONT'D)

Really, Zach, what's the deal?

ZACH

You said you'd come. Finally.

REMY

You actually wanted me at your show?
It's like the least punk thing --

ZACH

It was sold out.

Remy suddenly feels like a dick. Tries to save face.

REMY
That's great. Really. But you know
I'm swamped this session. I had to --

Zach laughs under his breath.

REMY (CONT'D)
What?

ZACH
You didn't come because there's
nothing in it for you.
(as Remy tries to
interject:)
You'd have made time if I was some
politician.

Remy shuts up. That stings. He doesn't know what to say. Zach
turns away. Remy just drives.

EXT. REMY'S BROWNSTONE - NIGHT

Classic DC brownstone.

INT. REMY'S BROWNSTONE - NIGHT

Remy leans on a counter, contemplating the state of his life.
He opens a cabinet, grabs a bottle, and pours a SCOTCH neat.

A FEW MINUTES LATER, we find Remy sipping his drink while
nostalgically looking at PHOTOS of him and a younger Zach (8-
10) on the fireplace mantle:

- Remy and Zach playing GUITAR around a campfire.
- Zach helping Remy pluck hunted DUCKS in the marsh.
- Another of Zach on a dock, CATFISH dangling from a
fishing rod. Remy kneels next to him. They're both
beaming. The two GRIPPING HANDS like best friends.

Remy smiles warmly at the photos. They were once close.

UPSTAIRS HALLWAY/ZACH'S BEDROOM

Remy holds a glass of water and a bottle of Tylenol. He knocks
on a door.

REMY
Zach?

No response. He goes to knock again when Zach opens the door.
Behind him, we see PUNK BAND POSTERS, GUITARS, and AMPS.

ZACH

Yeah?

Remy eyes his son. There's something he wants to say -- but he can't find the words. He hands Zach the water and Tylenol.

REMY

Here.

Zach nods -- thanks. He closes the door. Remy takes a moment to himself before turning to leave.

EXT. REMY'S STREET - MORNING

Remy jogs up a hill, drenched in sweat. Music beats from his earbuds. He slows near his house.

INT. REMY'S BROWNSTONE - MORNING

Remy sips coffee in the kitchen, still listening to music. The song fades, and an ad chimes in:

AD VIA EARBUDS

This is Gov. Ben Landrieu. And this November, Louisianans must ask the question...

Remy cringes.

AD VIA EARBUDS (CONT'D)

... Can we trust Sen. Remy Chatelain to lead us after the scandal --

Remy pauses the ad. DING-DING. A text. He opens it. Lane: *I'm heading out soon. You in?*

Remy eyes his phone, considering his answer. He's distracted by Zach ENTERING. He's hungover, in a prep school uniform, fumbling with his tie.

REMY

Morning.

Zach eyes his dad. Just nods. Remy reluctantly types: *I don't think I can make it.*

DING. Lane: *Come on. Really think I can help you, bud.*

Remy starts a response. Deletes it. Then retypes: *Issues with Zach. Need to spend some time with him*

Lane replies: *Then why don't you bring him? Bet he'd love it*

That makes Remy reconsider. He eyes the text, thinking. Glances to Zach. Then to the PHOTOS on the mantle. He stares, gears turning. Maybe it's not such a bad idea...

REMY (CONT'D)

Don't worry about the tie. You're not going to school.

A *wtf* look crosses Zach's face. Remy types: *We're in.*

EXT. MONTANA MOUNTAINS - DAY

A small private JET cruises over snowcapped mountains.

INT. PRIVATE JET - DAY

Zach stares out a window. Remy sits across the aisle from him, working on his laptop.

ZACH

So why are we going hunting?

REMY

Well, there are a lot of reasons, but for me, it's mostly about taking part in nature. Understanding where food comes from. We're so distant from that part of ourselves.

ZACH

I don't want to pose with a dead rhino or anything.

REMY

No... no chance. We're not after trophies. It's the experience, and if we're lucky enough, we'll harvest some meat.

ZACH

Why are we really going? Now... You haven't taken me in like ten years.

REMY

I thought about what you said. You're right, I'm too caught up in work. You used to love coming with me when you were a kid. I thought we might enjoy it now, too.

ZACH
As long as you're not tricking me
into a photo opp.

REMY
My old friend Lane just invited us.
That's all.

Zach just nods -- cool.

REMY (CONT'D)
You don't seem enthused.

ZACH
(re: laptop)
You haven't closed that since we took
off.

Touché. Remy performatively closes the computer. Then lies:

REMY
No business this weekend.
(off Zach's disbelief)
I promise.

Zach nods. Looks out the window. Remote is an understatement
for where they are. No towns. No roads. Just wild land.

EXT. PRIVATE AIRFIELD - DAY

Middle of a valley surrounded by snowcapped mountains.

Remy and Zach stare in awe at the scenery as the PILOT unloads
their luggage. A Dodge Ram rattles up next to them. KATE
CARPENTER (30s, enthusiastic, outdoorsy) exits.

KATE
Morning, Senator. I'm Kate. I'll be
handling your stay with us.

Remy and Kate shake hands.

REMY
Hi. Thanks. This is my son, Zach.

KATE
Great to meet you both.

REMY
So where are we, Kate?

KATE
The Crazies. About two hours
northeast of Bozeman.

INT. TRUCK - DAY

Kate drives Remy and Zach up a private dirt road surrounded on either side by forest. Remy eyes her curiously...

REMY
Have we met?

KATE
DNC in '24. Trust for Public Land.

REMY
Yeahhh. That's right. You and Ray.

KATE
I worked for him after college.

REMY
Good folks.

KATE
They're great. But we lost funding.
Then I met Lane. He was looking for
someone to run guest relations here.
Not exactly what I was looking for,
but at least it's a conservation-
oriented company...

(switching gears)
So the land we're on was originally
home to the Crow Nation. Mostly
untouched since they were removed.
Lane bought it in 2018. Took eight
years to break ground 'cause there
weren't any roads or airfields.

ZACH
How come you're taxiing us if you run
your own department?

KATE
We're not in the public phase yet so
I'm technically working three jobs --
SHIT!

Kate slams the BRAKES. They all jerk forward in their seats.

Ahead, an UNNATURALLY LARGE WHITETAIL BUCK crosses the road.
The size of a MOOSE. Antlers with a four-foot spread. Zach
stares in awe. Remy rolls his eyes.

ZACH

Damn.

KATE

You should see the elk.

ZACH

That's what we're gonna hunt?

REMY

I hope not. Lane does this
genetically modified thing.

(to Kate)

There's gotta be some normal game
here, right?

KATE

No, actually, this place was gonna be
like the other properties, but Lane
ultimately took it in a different
direction.

REMY

So what exactly are we chasing?

KATE

He'd kill me if I spoiled it.

The truck drives under a classic iron ranch gate, reading:

CRYPTID MOUNTAIN HUNTING RANCH

A hundred yards past it, the forest opens to a clearing where
a three-story modern log cabin-style HUNTING LODGE sprawls
multiple acres. A SNOW-CAPPED MOUNTAIN towers just beyond.

KATE (CONT'D)

Here we are.

She pulls into a u-shaped driveway in front of the lodge.

EXT. LODGE - DAY

The trio carry their bags toward a massive wooden door with an
elk-antler handle. Lane walks out, grinning ear to ear.

LANE

Hell yeah, baby!

REMY

Hey, man.

He hugs Remy, fist-bumps Zach.

LANE

Little bud! I haven't seen you since you were yay tall. Welcome to the ranch.

INT. LODGE - MAIN LOUNGE - DAY

Remy, Zach, Lane, and Kate enter an outdoorsman's paradise: Handcrafted oak everything. A 360-degree FIREPLACE burns in the center of the room. A WOODEN BAR runs the length of the wall. Antique RIFLES and SHOTGUNS hang in displays. Mounted animals adorn the walls -- elk, deer, bear, moose, etc.

Lane walks them to the bar where a bottle of MaCallen 18 rests. He pours two glasses.

REMY

Christ. Are all your places like this?

LANE

You'd know if you ever stopped by.
(to Zach)
Your dad and I never saw eye to eye on my style of trophy hunting so he's never visited any of my properties.

REMY

Mutant deer were never my thing. And hunting inside of high-wire fences just makes me feel gross. Like I'm chasing animals in a zoo.

LANE

Good news then, bud. The hunting area here is big enough to be considered fair chase. It's special in some other ways, too...

ZACH

It's not like Epstein Island, right?

LANE

Why do you think I let your dad bring you?

Zach laughs. Lane slaps him on the arm. Hands Remy a scotch.

LANE (CONT'D)

Happy you made it out, bud. Salud.

REMY

Cheers.

He and Remy drink.

LANE

Come on, Kathy, let's get to it!

Kate side eyes Lane. She leads the group to a GLASS WINDOW that spans the entire wall. It looks out onto a TWO-ACRE MANICURED YARD marked with a few benches and fire pits.

Kate motions for Remy and Zach to sit in two chairs. They do. She hands them VR HEADSETS. They put them on.

LANE (CONT'D)

This is our little sales pitch.

INTERCUT REMY/ZACH POV:

BLACK. Then images of HUNTING LODGES across the world emerge. All gorgeous but pale in comparison to where we are now...

NARRATOR

*For the last twelve years, Prey Corp.
has engineered the most cutting-edge
hunting experiences known to mankind.*

Images flash in montage -- hunters hiking through mountains, looking through binoculars, aiming rifles, butchering meat...

NARRATOR (CONT'D)

And the biggest trophy game...

Footage of UNNATURALLY LARGE DEER, ELK, BEAR, MOOSE, etc.

-- Remy shakes his head.

-- Zach laughs at the absurdity.

NARRATOR (CONT'D)

But now, they reinvent the sport.

The screen goes BLACK.

The sound of WHIPPING WIND fills their ears. The POV emerges through the clouds and winds up the mountain road until it reaches the ranch. Drifts through the open front doors.

NARRATOR (CONT'D)

*The Cryptid Mountain Hunting Ranch
offers state-of-the-art
accommodations for world-class hunts
with 20 suites, two bars, four
lounges, and a restaurant.*

Inside, wealthy hunters drink cocktails in the main lodge. Then the POV floats through different high-end suites, various lounges, a luxurious restaurant.

NARRATOR (CONT'D)
*But where it shines is providing
 expeditions that reinvent hunting as
 we know it... Modern comforts have
 made our lives so safe that we've
 lost our survival instinct, breeding
 a culture of powerlessness. Cryptid
 Mountain lets you rediscover it. Just
 step onto our tram.*

POV enters a circular cable-driven TRAM CAR that rises up the mountain beyond the ranch, disappearing into the clouds.

NARRATOR (CONT'D)
*And enter a hunting ground where the
 prey stalks you back...*

The POV walks down a thick trail.

NARRATOR (CONT'D)
*... where humanity's nightmares have
 been brought to life.*

The POV stops moving in the middle of the woods. There's vicious GROWLING, bizarre HISSING, awful SCREECHES.

Zach and Remy pan in all directions, trying to locate the origin of the sounds.

Then there's GRAVELY BREATHING. Coming from behind their POVs. HEAVY FOOTSTEPS. Both Remy and Zach turn to --

MASSIVE JAWS, SNARLING RIGHT IN THEIR FACES. They flinch as the screen cuts to BLACK.

NARRATOR (CONT'D)
*Welcome back to the food chain.
 Welcome to the Cryptid Mountain
 Hunting Ranch.*

A corporate logo appears from the black:

PREY CORP.

Remy and Zach take off their headsets, wildly confused.

ZACH
 Is this like Call of Duty hunting
 edition or something?

REMY
It's virtual?

LANE
Nooo. It's just a sales pitch. Never
mind. Kate, go ahead.

Kate toggles a switch. There's an electric WHIR. The enormous glass wall ahead of them RETRACTS, sliding away, opening to the TWO-ACRE YARD.

A loud HUM. Then the entire yard starts to RISE. A GIANT CUBE structure ascends from the ground. Remy and Zach watch in awe.

A massive plexiglass window spans the side of the cube, facing them, providing a view inside where --

It's like someone encased a slice of the wilderness. Grass blankets the ground. There are small trees, thick shrubs, a running stream, boulders.

BEEPING. Two doors retract into the far wall of the cube. Then a thousand-pound GRIZZLY -- one of North America's largest predators -- emerges from the doors. The bear lumbers into the habitat. It stops, tenses, having smelled something.

The brush RUSTLES just beyond. Something's there, concealed.

It's HUMANOID, GRAY. But it doesn't emerge.

REMY
What is that?

LANE
Patience, bud.

BEEPING. The doors open again. The bear grunts.

Remy's eyes narrow. Zach leans into the glass watching...

WHAM! A tiger-sized CHUPACABRA SPRINGS from the door onto the bear. It's reptilian, scaled, spiny. They roll, viciously snapping at one another.

Both Remy and Zach fill with wonder and terror --

Finally, the Chupacabra latches onto the bear's neck, tears a chunk out. The bear weakly paws at its assailant. Chup rears its head. A forked tongue snakes from its mouth. It lets out a LOW HISS then drags the dying bear into the brush when --

A YETI EXPLODES from hiding onto the Chupacabra.

... Please take this moment to forget the bullshit Yetis you've seen depicted in film...

'Cause this is different. Rather than a primate descendant, it feels more like a hybrid of a white tiger and a polar bear in humanoid form. Eight-feet tall, unbelievably muscular, face covered in white-gray fur, slanted cat-like eyes, pointed ears. An ultimate predator.

And if you or your boss don't like Yetis, we can change it to another humanoid creature like a werewolf.

The Yeti GROWLS, revealing horrendous fangs as it wrestles the Chupacabra's snapping jaws back, then BREAKS its head in two.

The Yeti ROARS, beating its BLACK-STREAKED chest with its blood-soaked paws.

An ELECTRIC HUM. Then the habitat retracts into the ground.

ZACH

What the fuuuuck?

Lane looks at Remy, his eyes wide in disbelief.

LANE

Remember those drunk nights? Talking about how crazy hunting these fuckers would be?

REMY

You did it...

LANE

Amazing what DNA splicing and a little gene editing can do.

INT. OPS HALLWAY - DAY

Lane leads Remy and Zach down a hall lined with doors.

LANE

We've had the tech to do it for years, but I couldn't justify the cost. Then one day, I suddenly realized how to market it... Everyone wants to feel powerful. Ain't no better way to do that than letting them kill a monster.

They come to a door reading CRYPTID LABS, across from it is an elevator. Lane hits the call button.

ZACH

Wait... can we check out the lab?

LANE

Oh, little bud, how it's made is not nearly as cool as what we make.

DING. The elevator arrives.

INT. INVENTORY HALL AKA "THE PET STORE" - DAY

The group exits the elevator into a concrete, steel, and glass room. Opposite the design in the lodge above.

LANE

We call this the "Pet Store."

Lane leads the way into a hall of plexiglass HABITATS the size of studio apartments. Like the reptile cages at Petco if they were made to house elephants. Lane points at different cages, where small screens show diagrams of the creatures inside.

LANE (CONT'D)

Yetis... Chupacabras... Ushi Oni...

ZACH

What's that?

REMY

It's this spider-like bull from Japanese folklore.

LANE

Yeah, you remember... There are a few Manananggals in there.

(pronounced *mana-nangal*)

That's a flying Filipino vampire-y monster.

Zach presses his face to a glass cage. Nothing to see.

ZACH

Where is it?

LANE

A lot of them are weirdly timid until we let 'em roam free. Then they're pretty savage to one another, especially to the Yetis.

REMY

Didn't look like that up there.

LANE

Yetis are the smartest, but they're the easiest targets because of their large population. They basically self-sustain at this point.

SYDNEY "SYD" HARVER emerges from the end of the hall. She's late 30s, always in a baseball cap.

SYD

He's saying they pop babies out faster than a trailer park Catholic.

LANE

Meet Syd Harver. My fiancé and our lead guide.

SYD

These are the most dangerous critters I've hunted. That includes my tours in Afghanistan.

REMY

Thanks for your service.
(extends his hand)
Remy Chatelain. Great to meet you.

Zach rolls his eyes as Syd shakes his dad's hand.

SYD

You, too. Glad we could get you out.

REMY

Your dad had that hunting show on the Outdoor Channel, yeah?

SYD

Yep. He introduced Lane and I.

LANE

Best day of my life.
(back to his tour:)
So over here we got a Chimera.

Remy and Zach eye the diagram. It's a LION with a GOAT HEAD protruding from its back, a RATTLESNAKE for a tail.

LANE (CONT'D)

He's gonna be our fancy pants African lion hunt so to speak. We've also got a couple surprises up in the hunting area.

SYD

Lab's got more in the works, too.

LANE

Syd's a Greek mythology nerd. She's handling some new designs.

REMY

We saw a giant whitetail on the way up...?

LANE

We altered most of the fauna on the property. Monsters got big appetites.

Zach stares off into the Manananggal cage. Can't see shit.
Lane approaches. Taps on the glass.

LANE (CONT'D)

Come on, Manny. Where you at?... He's a shy guy.

Lane backs away. Zach looks bummed --

WHAM! A bat-like monster frantically flaps against the glass.
Zach jerks back.

The creature's got a humanoid body, with nubby limbs like they were cut at the elbows and knees and garnished with claws. Stringy hair and mouth of razor-sharp teeth. It flutters away.

SYD

You should see his mother.

REMY

This can't be safe.

SYD

Only one incident in the five years we've been developing.

REMY

What happened?

Lane motions to a wall -- where there's a MEMORIAL PHOTO of DR. MARK NELSON, the guy from the teaser.

LANE

One of our veterinary consultants got the bright idea to hunt on his own earlier this year. Never came back down. Changed our rules then. No one hunts without a guide.

Remy's gaze lingers on the photo while Zach looks into one last cage. There's just an AFRICAN BAOBAB TREE in the center.

ZACH
What's in there?

SYD
Yateveo. From African lore, but we just call her "The Tree." Not sure how to hunt her yet.

Lane motions for them to follow. They head down the far end of the hall where the enormous lifting cube habitat -- which we'll call the RISER from now on -- flanks the pet store.

INT. SECURITY ROOM - DAY

Looks like Apple designed it. HOLOGRAPHIC VIDEO FEEDS from areas of the ranch glow midair. A few armed SECURITY GUARDS work at computers. Lane, Syd, Remy, and Zach enter.

LANE
State-of-the-art detection and security systems. Plus we got a 24-man armed response team.

SYD
All former Rangers I deployed with.

REMY
Mercenaries now?

SYD
They prefer security operators.

She leads them to a large table in the center of the room where there's a 3-D GLOWING PROJECTION of the ranch with the mountain looming above it.

Lane uses his fingers to ZOOM IN on the top of the mountain range projection -- trees, valleys, ridges, a lake. YELLOW DOTS glow sporadically throughout.

LANE
Hunting area is about fifty square miles. Each dot's a monster.

Lane taps one of the dots. Information falls midair:
CHUPACABRA - 032
Birthed - April 4, 2028
Territory -

LANE (CONT'D)
(to Zach)
Try it.

Zach taps TERRITORY. A red outline TRACES a valley.

SYD
Don't stray far. Like cats.

REMY
What's keeping them from walking off?

A guard, HAYES (30s, tattoos), tosses a METAL DEVICE to Syd. Looks like a half dollar-sized steel spider with barbed legs, a yellow LED light on the top.

SYD
All the monsters up there are implanted with an explosive transponder in the back of their heads. The perimeters of the hunting area are wired with safety devices we call 'halos'. Now, a monster gets 10 yards from it. They get a hundred-volt shock to the brain. Deters them. Every yard closer, they get another hundred until they cross...

Syd SNAPS.

SYD (CONT'D)
If only they knew running a magnet over it would disable it.

ZACH
A magnet?

SYD
Simplest tech we got here.

REMY
You said they're breeding. That's gotta leave plenty unaccounted for.

SYD
We keep accurate counts of the game, and my guys do weekly sweeps to take the offspring.

Zach continues playing with the hologram. He expands near the ranch -- dozens of YELLOW LIGHTS glow.

ZACH
I'm assuming y'all know about all
these down here, right?

Everyone rubbernecks toward Zach.

KO (V.O.)
That's just the faerie prairie.

KO AKERS (40) walks up from a rear entrance to the room. He's dressed grunge rocker meets Bear Grylls. Light country twang.

LANE
This is Ko. He's one of our angel
investors. Recently turned the Teddy
Roosevelt suite into his home.

KO
Can't beat the view.

Ko shakes their hands. Zach looks like he's seen God.

KO (CONT'D)
(re: faeries)
Shall we hunt 'em up?

Zach nods enthusiastically. Remy looks a little less excited.

INT. REMY'S SUITE/BALCONY - DAY

Push through a log cabin-style suite. CROONY ROCK MUSIC jams from the stereo -- like a more mature version of Zach's band.

We find Remy kicked back in a chair on the balcony, looking over the sprawling property. Zach walks out.

ZACH
We're gonna be late.

REMY
You sure this is something you want
to do?

ZACH
You brought me here.

REMY
We could hang at the lodge. I'm just
not convinced we want to hunt those
animals.

ZACH
But Ko Akers is coming so...

Remy smiles. Re: the music playing --

REMY
This his band?

ZACH
Yeah. Called Bad Men. Or were. He
sorta got canceled a few years ago.

REMY
Ouch. They had that one song...
(poorly singing)
Ooooh your sex is like candyyy.

ZACH
That one's lame but the rest of their
shit bangs. He's probably got all
sorts of connections.

Remy can tell Zach is excited.

REMY
We'll give it a shot then.

ZACH
Sick pun.

Zach follows Remy inside. Remy picks up a long rectangular GUN CASE and opens it on a table. Inside, there's a beautiful walnut over and under SHOTGUN. Beside it, there's another gun in a sleeve. Remy hands the covered weapon to Zach.

REMY
Check it out.

Zach pulls down the sleeve, revealing a WOOD-STOCKED VINTAGE SEMI-AUTO SHOTGUN.

REMY (CONT'D)
Browning A-5, sixteen gauge. Your
great-grandpa brought it back from
Belgium during World War Two. It's
yours now...

ZACH
Cool. Thanks.

Zach lifts it, looks down the iron sights.

MATCH CUT TO:

EXT. FAERIE PRAIRIE - DAY

Zach looks down the shotgun barrel. Remy's next to him.

REMY
Both eyes open...

ZACH
(finishing the sentence)
... float the bird...

REMY & ZACH
Squeeze the trigger.

Zach makes a gunshot noise and pretends to feel the recoil.
Blows imaginary smoke from the barrel. Remy smiles.

REMY
It'll come back quick.

Behind them, Lane, Syd, and Ko load up at the back of a ranch truck. Syd's dog, a German shorthaired pointer named PETE, anxiously paces, ready to hunt. He lets out an excited yelp.

SYD
I hear you, Petey... All right, guys.
Straight line, thirty feet between
each hunter. Let's not pull a Dick
Cheney on Senator Chatelain.

EXT. FAERIE PRAIRIE - DAY - LATER

The group is spread out in a line. They trudge through knee-high grass and chaparral.

Pete paces, nose to the ground. Behind him, Remy and Lane are mid-convo, their eyes locked ahead. This isn't their first hunt. This also isn't their first debate --

REMY
... But hunting's a dying pursuit.
You could be trying to attract new
folks rather than cater to the rich.

LANE
It's not about recruiting new people.
It's about finding power. We're
giving you the chance to kill
monsters...

Remy scoffs --

REMY

You gotta be careful rebranding animals as monsters, man.

LANE

Come on. These things are fucked up.

REMY

Monsters are a human construct... You see a monster, I see an animal that never existed that you created to be killed for fun.

SYD

They existed in story. That's real enough.

LANE

We're essentially doing the same thing with food anyway.

ZACH

Yeah, like those fat ass chickens that can't stand.

REMY

That's modifying what already exists. But even that's gone too far. What you've made here never physically existed. Ever. Now you've dubbed them monsters... Gotta see where that can go wrong.

Ko glances over. Raises his hand sarcastically.

KO

If I may contribute, Senator. We can disagree on the semantics, but Lane's right about all that woo-woo power shit.

REMY

How's that?

KO

Society does this all the time. Builds up folks, makes gods out of them. Then they turn them into monsters so they can rip them down. Makes people feel powerful.

REMY

Sounds personal.

KO
Whole reason I'm invested.

REMY
... You gonna make me ask?

Ko considers a moment, then...

KO
How about you tell me about yourself first? You were in the news a lot recently.

Remy shakes his head; doesn't want to get into it.

KO (CONT'D)
You actually leaked that tape? What was the guy's name, Ben Walsh?

Remy glances around. Everyone seems intrigued by the question. He finally gives in --

REMY
His campaign was spreading rumors about my family. Literally said my ex-wife abused kids. That I hit her. It was all bullshit, but they said it enough to make people think there was some truth to it. We got wind he liked to cheat on his wife so we paid off this sex worker to tape them... Threatened him with the tape to drop out. He didn't, so, yeah, we leaked it... I fired a consultant last year. He went public with what we did.

Ko gives him an *oh shit* face. Zach looks disappointed.

KO
Pretty Machiavellian, man.

REMY
Gotta be. Can't let guys like him win. They just make the world worse... So how about you?

KO
I just called some stalker ass paparazzi a few choice words. Fans posted about my so-called bigotry 'til the label dropped me... They took everything from me so they could feel strong. I hated them for it. But now, I think it's just human.

(MORE)

KO (CONT'D)

We all want to feel powerful. This place is my way of embracing that.

Remy nods -- *fair*.

LANE

I'm sure it's the same feeling you get when you kill bills on the Senate floor, bud.

(he playfully grins)

Or when you blackmail opponents.

REMY

Hardly.

LANE

Hell yeah it is.

REMY

That's for the good of the country. This is to satisfy a corrupt desire.

LANE

Good and corruption are nothing but human constructs. Just like monsters.

Remy grins -- *Lane got him*.

SYD

Hey!

The hunters stop. Ahead, Pete points toward a chaparral bush.

SYD (CONT'D)

Remy, Zach, y'all are up.

Remy and Zach step toward the bush when they hear an intense BUZZING like cards shuffling -- then two FAERIES flutter up from the grass.

And maybe faeries is a misnomer, 'cause these dark green goblin-looking creatures are about eight inches tall and have dragonfly wings. Instead of furiously flying away like quail, they ZIP toward the group, hissing and snarling --

Zach shoulders his weapon. BLAM. BLAM. BLAM. He fires three rounds, missing.

BLAM. Remy takes one out. BLAM. He fires again. Misses. The surviving faerie zips RIGHT FOR HIM --

BLAM. Lane blasts it out of the air, 10 feet away. He lowers his smoking gun. Remy lets out exhilarated laughter.

LANE
Y'all good?

Remy nods. Cracks his barrel and reloads. Looks to Zach --

REMY
Follow through the shot.

SYD
More!

A third faerie buzzes up in the air. Zach takes aim. BLAM. He shoots it down.

KO
Fuck yeah, bro!

Ko high-fives an adrenaline-hyped Zach. Remy smiles at his ecstatic son. Pete runs up, a dead faerie hanging from his slobbery jowls.

EXT. LODGE - NIGHT

A million stars light up the night sky over the lodge.

ON A PATIO

Remy and Lane sit around a fire pit, both tipsy.

REMY
So what do you do with the meat?

LANE
You can eat it if you want. We tried
chupacabra filet the other day.

REMY
Jesus. And...?

LANE
It ain't elk. Otherwise, we donate it
to zoos and farms.

Lane tops off their glasses with scotch.

LANE (CONT'D)
I'm telling you. This is the next
generation of trophy hunting.

REMY
I'll admit it's cooler than I
expected... I'm assuming you wanna
expand.

LANE

I'll let you in on a secret.

Lane hands his iPhone over. Remy scrolls through pics of ranches in CHINA, CZECH REPUBLIC, ARGENTINA, ZIMBABWE.

LANE (CONT'D)

This place is just the flagship. I've got real estate on every continent. Growth operations in effect, emphasizing the local lore. We just keep expanding from there. Take this thing underwater, outer space, maybe down to the Louisiana swamps. Our OG huntin' grounds.

REMY

So what'd you bring me for? I know you're not just trying to impress me.

LANE

I need a favor.

Remy gives him a look -- *let's hear it.*

LANE (CONT'D)

S.201. It's a shoo-in in the House. President'll back it. Just needs to pass the Senate. And it's very close.

REMY

It's dead. I spent last night making sure of it.

LANE

Well, it's on party lines. One vote could change that.

REMY

What could you possibly need from it?

LANE

There's a clause, bottom of page 82, that provides a loophole, allowing for experiences like this to be sold commercially.

REMY

That bill also allows unregulated bioengineering into the ag industry, which I don't find particularly important to the country.

LANE

No one's gonna take advantage though.

REMY

Everyone is. Then we got ethical issues out the ass.

LANE

I'm telling you, bud, no one is going to do it.

REMY

Why won't they?

LANE

Startup costs. This tech is fuckin' pricey. It's not worth the expense now to benefit in thirty years. The ag industry is too unstable. Farmers don't know if they'll be in business next year, much less 2060.

REMY

How are you so sure?

LANE

Because my life exists in this world. The bill's just good for them in theory.

REMY

I'll find someone to sponsor a more narrow bill for you next session. We'll see if it passes.

LANE

I don't have time.

Lane softens, gets real --

LANE (CONT'D)

Look, I'll let you in on another secret, alright? Ko's deep pockets are getting pretty shallow. He's not living here 'cause he wants to. Like I said, this tech is expensive. I've about bankrupt the company... If we don't start generating income by the end of the year, we shut everything thing down. All our properties. This bill's is our last shot.

Remy rests his head back against the chair.

REMY

Even if I wanted to, I can't back out now on my vote. It'd just dig the hole I'm in deeper.

LANE

And we'd get you out... We'll give you our full endorsement in return.

The offer gives Remy PAUSE.

LANE (CONT'D)

We might not have money, but we've got plenty of reach. I'll pull in Outdoor Alliance, the Ag Coalition, the oil and gas roughnecks, police and fire unions... You fucking name it, I make the call... I bet your opponent drops before the election.

Remy lets that weigh on him. It does sound good.

LANE (CONT'D)

Just keep an open mind tomorrow?

REMY

I was thinking we should hang back.

LANE

You really gotta see it, bud. If you thought today was cool, just wait.

REMY

If Zach got hurt...

LANE

Oh, no. We'll be totally fine. Trust me, Syd is the *ultimate badass, state-of-the-art badass*.

REMY

(finishing the Aliens quote)
And I *don't wanna fuck with her?*

LANE

Exactly. Plus I got this puppy.

Lane shows Remy a BLACK REMOTE-LIKE DEVICE.

LANE (CONT'D)

Detonates transponders. Point and click...

Remy's still not convinced.

LANE (CONT'D)
And just some advice as your
friend... your son's enjoying
himself. Don't ruin that.

As Remy considers --

ZACH (O.C.)
Hey, y'all.

Zach approaches from the lodge. Remy mouths "no business" to Lane. Lane winks at him -- *got it*.

ZACH (CONT'D)
What's up?

REMY
Oh, just shooting the shit.

ZACH
You and the puns... So what time are
we heading up tomorrow? I'm excited.

There's an awkward silence as Lane waits to see how Remy handles. Remy looks from Lane to Zach...

ZACH (CONT'D)
Don't tell me we're not gonna go.

Remy gestures to Lane -- *go ahead*. Lane smiles, realizing he's still got Remy on the line.

LANE
How's meeting at 6:30 sound?

ZACH
Early as shit, but okay.

Remy refills their glasses and gives his glass to Zach.

ZACH (CONT'D)
Really?

Remy nods. Takes the bottle for himself and lifts it to toast.

REMY
Thanks for hosting, Lane. To a good
hunt.

The guys raise their glasses to cheers --

EXT. RANCH ARCHERY RANGE - MORNING

THWICK! An arrow SPIKES a bullseye on a target attached to a hay bale.

Fifty yards away, Remy lowers a COMPOUND BOW. He turns to Lane, who looks downrange with a pair of BINOCULARS (BINOS) --

LANE
Still got it.

Remy and Lane head back toward the ranch. The rising sun casts a pink haze on the surrounding snowcapped mountains.

EXT. RANCH - MORNING - LATER

Syd, Lane, Remy, Zach, and Ko stand near a ranch truck. They're all dressed in camo. A self-driving refrigerator-sized OFF-ROAD VEHICLE called RETI rests near the truck bed.

SYD
RETI, open sesame.

RETI
Opening, Sydney.

Retractable doors open atop the machine. Inside: GUNS, AMMO, ARROWS, FOOD, first aid KITS, etc.

SYD
Short for Roving Equipment Transport
for Infantry. We used them in
Afghanistan.

KO
It's basically an electric pack mule.

SYD
Alright, so we'll be hunting Yetis.

Syd pulls a classy wood-stocked RIFLE from RETI.

SYD (CONT'D)
We're shooting Remington 700s, custom
chambered in .458 SOCOM... Remy, I
got some broadheads for your arrows
that'll do the trick.

She puts the rifle down. Pulls out a black hunting SHOTGUN.

SYD (CONT'D)
If we get close quarters, we'll swap
to the Benelli 12-gauges. Questions?

Zach unslings his dad's gifted shotgun from his shoulder.

ZACH
Can I bring this?

SYD
Not enough gun. We'll have it waiting
when you get back. RETI, get in the
truck. Let's roll.

RETI rolls up a ramp into the bed of the truck. Zach hands his gun to a passing guard.

INT. TRUCK - MORNING

Syd drives up a dirt road toward the tram. Lane rides passenger. Zach, Remy, and Ko sit in the back seat. They look at an iPad with DIAGRAMS of various monsters.

Text describes their temperament. Red markers pulsate over their kill zones; most of the creatures are like deer, with lethal shots behind the shoulder. Then Remy flips to the Yeti page. The glowing marker pulsates over its head, chest, and heart. Like a human.

LANE
Here we are.

Syd pulls in near the tram, where Hayes and two guards we saw in the security room -- CALVO and MILLER (30s) -- wait with M-4 assault rifles.

EXT. BOTTOM TRAM LANDING - MORNING

The guys step out of the truck. They're at the base of the mountain, where a LARGE CIRCULAR TRAM CAR is parked. The guards load RETI into a TRANSPORT CONTAINER below the tram.

LANE
Dual trams. One's up top.

There's a pneumatic HISS, and the tram door opens.

INT. TRAM CAR - MORNING

Remy follows Zach onto the tram car.

SYD
Everyone's on?

HAYES

Yes, ma'am.

Hayes taps a button on a CONSOLE SCREEN. The doors slide shut. There's a HUM, and the tram begins to RISE.

INT. LODGE - MAIN ROOM - DAY

Kate watches the tram car ascend the steep mountainside.

INT. TRAM CAR - DAY - LATER

The car 360s at a turtle's pace. Zach and Remy stare in awe at an ocean of snowy mountain peaks above the clouds. Hayes approaches Lane near the console.

HAYES

It's gonna be cold up there. Low 40s.
Real windy night.

LANE

How's the power at the cabins?

HAYES

We patched it up. Running stable.

LANE

Good. Thanks.

AUTOMATED VOICE

*You are approaching the Cryptid
Mountain Hunting Zone. Please do not
exit the Halo until your security
detail instructs you to do so.*

There's a metallic CLANK as the tram parks. Everyone stands. Hayes takes charge.

HAYES

Alright guys, when we give you the
all-clear, you'll exit into a
protective halo. Looks like turf.
You're welcome to look around, but do
not leave it until we say so.

Hayes, Calvo, and Miller stack up at the door. PSSSST. The door slides open. They tactically exit...

EXT. TRAM LANDING - DAY - CONTINUOUS

And aim their rifles into the "halo" -- a clearing covered by GREEN TURF, fanning in a sixty-yard circle around the tram landing. But it's obscured by melting snow, boulders, and deadfall. A steep BLUFF rises to the right of the clearing. A forest surrounds.

Calvo flips open a TRACKING DEVICE on his rifle with a small screen, showing a digital layout of the land around them.

HAYES

Anything?

Calvo shakes his head. Hayes turns back to the tram. Waves everyone out. Remy and Zach follow Lane, Syd, and Ko. They gawk at the insane terrain.

CALVO moves the gun. A YELLOW LIGHT BLINKS on the screen in the nearby woods.

CALVO

Wait... we got one.

The light DISAPPEARS. Calvo turns the gun, and the light reappears. Then it vanishes again.

CALVO (CONT'D)

He's going in and out.

Hayes grabs Calvo's rifle and eyes the screen.

Remy and Zach walk near Syd and Lane.

SYD

Sometimes game lingers outside the halo. Protocol to clear the area.

LANE

Safety first.

Remy pulls his PHONE. Has no service. Lifts it. Lane notices.

LANE (CONT'D)

No signal up here. Got a SAT phone if you need it though.

REMY

I'm good.

Syd and Lane walk toward the guards. Zach heads to Ko. Remy's about to follow him when he hears CRACKLING high up, off in the trees to his left.

He looks -- a critter tears across the branches. Intrigued, he steps toward it to get a better look. Said critter JUMPS from one tree to another.

Remy walks toward it onto some SNOW, covering the turf, eyes scanning. Then he sees a TAIL FLICKING behind a tree. He takes another step on the snow-obscured turf to get a better look, not realizing that he's just WALKED OFF the halo... He draws his BINOS -- peers into the tree.

REMY POV (BINOS): A HOUSE CAT-SIZED SQUIRREL is latched onto a tree trunk. He hears CRACKLING again. This time near him. He lowers his binos. Stares ahead at the empty woods. More CRACKLING. He looks down. Adjusts his footing, and the ground begins to COLLAPSE IN. He SLIDES into a sinkhole --

REMY (CONT'D)

HELP!

ZACH and Co. hear him. Everyone goes on guard.

LANE

Remy?!

ZACH

Dad?!

The yellow light on Calvo's tracker BRIGHTLY GLOWS now.

REMY'S on his ass in a large sinkhole. He grabs a ROOT to help himself up. It SNAPS -- a NEST of SPIDERS explodes onto him. They RACE down his arms, up his neck. He swats at them.

Finally, he gets his wits about him, knocking the last spiders off his body. *Thank Gaa...* not so fast.

'Cause there's CHITTERING. Ahead. He looks -- cowered in the RECESSES of the hole is a GIANT SPIDER-LIKE CREATURE.

And this isn't just any sinkhole. It's a NEST. Bones from DEER, BEAR, ETC. protrude from the dirt floor. Remy FREEZES. ... And then the creature CREEPS FORWARD into the light --

It's an USHI ONI. A bull's body with eight long distended, spidery legs, eight eyes, sharp gnarled horns. Pincer-like incisors chatter rapidly in its mouth.

THE HUNTING PARTY

Runs for Remy, who screams for help. They charge to the edge of the nest, guns aimed, ready for carnage. And the horrifying Ushi Oni is... Well, he's a few feet from Remy just swatting at him like a cat would toy with a mouse. *Curious.*

HAYES
Hold your fire. HEY!

The Ushi Oni darts back to the corner, shaking like a scared dog. Calvo and Miller reach in and pull Remy out.

CALVO
You're lucky. Ushi's a pussy.

Remy doesn't find it funny. He shoves Lane --

REMY
What the fuck, man?!

LANE
We said stay on the halo.

REMY
You can't fucking see it. It's half-covered by snow.

Lane sees the anger in Remy's eyes. Holds his hands out --

LANE
Sorry, bud. Really. I should have said something.

Remy glances over at Zach, who's not sure how to react.

LANE (CONT'D)
Won't happen again. I promise.

After a moment, Remy settles. He nods. Syd approaches Hayes --

SYD
Tranquilize him and take him down. We need to liven him up.

HAYES
Copy that.

Hayes, Miller, and Calvo surround the scared creature in the background.

The mood is tense as the guys head toward the woods. Ko can't handle the seriousness --

KO
RETI, party time!

RETI
RETI to party.

RETI's lights start flashing. Ko grooves with it, trying to lighten the mood.

KO

Show me them moves, Senator.

Remy just stares. Zach laughs. Lane smirks. Remy finally half-smiles, shaking his head. The guys slip into the forest, on the hunt.

EXT. WOODS - DAY - MONTAGE

The hunting party stalks down trails, lined by 150-foot pines. The land is pristine, despite science controlling the fauna.

- They climb over boulders,
- Hike steep hills as the morning sun burns overhead,
- Scan from the edge of a prairie with binoculars,
- Then watch a herd of elephant-sized ELK roam.

Finally, Syd crouches over a clawed, humanoid FOOTPRINT in the snow. Twice Shaq's size-22.

SYD

Yetis.

EXT. WOODS - DAY - LATER

Remy, Zach, Lane, and Ko hunker on the side of a snowy hill, waiting silently. Syd emerges from atop the hill and motions for everyone to advance.

They crest the hill. 200 yards ahead at the base of a rock face, STRUCTURES made of mud, branches, and rock are semi-concealed in the brush. It evokes a rough comparison to Cliff Palace in Mesa Verde. Remy's perplexed --

REMY

The Yetis built those?

LANE

We bred them with the intelligence of wolves. But they got smarter fast. We started finding them in groups. The structures followed.

SYD

They abandoned them though.

Ko nudges Zach.

KO
Check 'em out?

ZACH
Definitely.

They head toward the structures. A moment later, Remy follows.

INT. YETI STRUCTURES - DAY

Slivers of light bleed through cracks in the facade. Massive footprints on the floor. Old animal bones scattered. Zach follows Ko through the rooms. He works up the courage --

ZACH
You know I'm a huge fan of your band.

KO
No shit, man. Appreciate that.

ZACH
I play, too. My band's like southern punk.

KO
Right on. What're y'all called?

ZACH
Chem Trails.

KO
Love it. You gotta show me when we get back.

Zach smiles. Ko ducks into another room. Zach follows.

ZACH
This is fucking crazy.

KO
Wait 'til you see 'em in the wild.

Zach notices something in his periphery. He turns, shining his light across the SKULLS of VARIOUS MONSTERS, cracked open and upside down to make BOWLS. Red, blue, and white DUST is smeared about the bowls. He pans his light up the wall. His jaw drops in AWE --

The walls are covered in CAVE DRAWINGS of hunting scenes, animals, etc. Zach pans farther and stops, staring intently --

Remy walks in, equally enraptured by the art.

ZACH

Look...

REVERSE ANGLE reveals the PAINTING Zach's looking at:

What appears to be a human atop a hill, holding a stick. No, it must be a rifle. Below it, large white creatures, Yetis, are separated from the human by a LINE that has smaller barbs coming out of it. Electricity.

KO sticks his head back in --

KO

Syd's got tracks.

Zach follows Ko out. Remy's gaze lingers on the painting.

EXT. WOODS - DAY

Syd leads the way, following Yeti prints in the snow.

SYD

Three sets.

They pass a cluster of trees where there's a large bean-shaped divot in the snow.

SYD (CONT'D)

Elk bed.

She stops. Turns her head 90-degrees, as if she senses something. Eyes a trickling BLOOD TRAIL on the ground.

SYD (CONT'D)

They're hunting.

EXT. WOODS - AFTERNOON

Syd's in the lead, tracking. Zach and Ko are at the back, quietly chatting. Remy, just ahead of them, eavesdrops --

KO

So when's your next show?

ZACH

Next week. Sunday night.

KO

Hell yeah. Punk rock on the lord's day.

Syd holds up her hand, halting everyone.

EXT. RIDGE - AFTERNOON

A rocky crest. ROCKS shuffle, then the party crawls over the edge of the ridge, weapons in hand.

SYD

Two o'clock, through the timber.

REMY POV (BINOS): He pans over trees to a dark ENTRANCE TO A CAVE at the edge of a rock face. Movement draws his eyes just right of it. He looks through the timber -- there's a DEAD ELK, splayed in the snow. And atop it...

Two YETIS methodically rip meat. Their light gray fur is matted with blood.

Zach peers through his binos. A *holy shit* look on his face.

SYD (CONT'D)

Looks like they're living out of the caves now.

Lane nudges Remy.

LANE

By that rock on the left...

REMY POV (BINOS): There's a MASSIVE YETI, noticeably larger than the others. BLACK STREAKS mark the fur on its chest, just like the Yeti they saw down at the lodge.

LANE (CONT'D)

That's Alpha. He runs the show.

SYD

You're up, Remy. Make a stalk.

Remy turns -- everyone's eyeing him.

REMY

Yeah. Okay.

SYD

Try to double-lung him. If he charges, we'll drop him.

Remy nods. He backs down the hill to approach out of sight.

IN THE TIMBER - MINUTES LATER

Remy quietly stalks through the woods, each step measured so as not to snap a branch. He's quite good at this. Guttural grunts and growls can be heard nearby from the Yetis.

He picks up some dirt off the ground and drops it -- the wind carries it behind him. He's downwind, so he continues.

ON THE RIDGE

ZACH POV (BINOS): Watching Remy quietly slip toward the yetis. He's closer now, within fifty yards.

TIMBER

Remy stops behind a boulder. He pulls an ARROW from a QUIVER attached to the side of his bow. He nocks the arrow. Attaches his WRIST RELEASE to the string and steps around the boulder.

The Yetis are just 25 yards away, working on the elk. Remy draws back.

RIDGE

The guys watch through their binos, sans Syd who's aiming through her rifle scope.

SYD (CONT'D)
He's at full draw.

TIMBER

REMY POV (BOW SIGHT): Instead of crosshairs, Remy's sight has four LED-lit horizontal pins for different distances. He levels the top pin on Alpha, right over his heart.

Remy's finger touches the trigger on his wrist release.

RIDGE

Zach watches, nervous.

TIMBER

REMY POV (SIGHT): Alpha takes a step to the left, now obscured by branches.

Remy cautiously takes a step to the right to clear the obstruction.

REMY POV (SIGHT): He aims at Alpha again when Alpha rubs at his eye. Something's in it. He blinks, trying to get out whatever's there. The movement is strikingly human.

And Remy suddenly really doesn't want to do this. He removes his finger from the trigger. Glances back to the ridge. He can see the outlines of the hunting party watching him, and he's feeling the pressure. He looks down, seeing a DEAD BRANCH. He purposefully steps on it to scare the Yetis -- SNAP.

REMY POV (SIGHT): Alpha looks up in Remy's direction. Remy holds statue-still. Under his breath:

REMY
Just run, man. Go.

Instead, Alpha grunts angrily. The other Yetis pan around but don't detect Remy. After a sec, they go back to the elk.

RIDGE

The group watches anxiously, binos and scopes glued to their eyes.

LANE
Shoot the fucker. Come on.

TIMBER

REMY POV (SIGHT): Still aiming at Alpha. His finger finds the trigger again... and then he adjusts his aim up and right, over Alpha's shoulder -- THWICK!

The arrow rips over Alpha's head into a tree. Instead of scaring him, he ROARS. The other Yetis rise, on high alert --

BOOM! A shot from the ridge catches one Yeti. It hits the ground, kicking and scraping in its death throes. Alpha and the other scatter. WHOOPING echos from the cave.

Remy watches the second Yeti bolt for the cave. BOOM! A shot to the back sends it face-planting into the ground. It's a massacre. Alpha escapes, descending into the timber toward Remy. He throws his back to the boulder.

REMY
Fuck.

Remy nocks an arrow. Alpha's footsteps grow CLOSER. And CLOSER. Then they STOP. Remy draws, turns to protect himself --

But Alpha's nowhere to be seen. A thankful Remy starts to cautiously backtrack out of the area.

EXT. WOODS/CAVE - AFTERNOON

The hunting party paces through the trees, Syd in the lead. Remy jogs out of the timber toward them.

SYD
What happened?

REMY
Rusty under pressure.

Syd eyes him suspiciously, then --

SYD
Let's see what you can do in the
caves... RETI, open up.

RETI opens, and Syd exchanges the rifles and Remy's bow for shotguns. Lane hangs on to his gun --

LANE
I'm tracking him.

SYD
Don't do it alone.

LANE
I'll be fine.

Lane taps the REMOTE DEVICE on his belt. He slips his boots OFF. Remy eyes him.

REMY
You still do that?

LANE
Keeps me quiet.

Lane stalks into the timber while the rest enter the cave.

INT. CAVE SYSTEM - DAY

The group enters. Ko and Syd are in the front. Zach's next to Remy. Lights on the ends of their shotguns beam the way.

The place is dark, dank, claustrophobic. Rocky corridors extend in all directions. Yetis HOWL from deep in the cave.

Syd steps through a corridor, the guys following. The light from the cave entrance vanishes behind them.

WhapWhapWhap-WhapWhap. Flaps of air hit Syd's face. She glances up, shining her light. The ceiling is COVERED in --

BATS, the size of terriers. A few shuffle, waking.

Syd holds a finger to her mouth. Quiet. The bats settle. She motions for everyone to step forward.

MORE HOWLS... The guys freeze. The bats don't.

A bat DESCENDS, fluttering violently. Remy ducks, and it flies over his head. Then another drops. Ko crouches. The ceiling trembles like choppy seas.

SYD

Down. Cover your necks!

Bats DROP one by one, swarming the cave. Everyone hits the deck, except Syd, who remains calm. A bat dives for her, REVEALING FANGS. She SWATS it out of the air. Looks up. Her visibility is so poor she can't see.

Remy squirms, knocking bats away.

Meanwhile, Zach's on his stomach, hands shielding his neck. A bat lands on his back. BITES into his finger. He rolls.

But the bat keeps at it. Finally, it bites into the back of his neck. Zach yells and flails at it, but the bat refuses to let go. Zach rolls into a corner, then gets to his feet, the attacking bat driving him down a corridor. He finally backs into a crevice for safety when he TRIPS, FALLING BACKWARD... and SLAMS to the floor in another room of the cave.

REMY knocks bats away, looking for Zach. Can't see shit.

REMY

Zach!

Zach's yells have stopped --

REMY (CONT'D)

Where is he?

SYD

We gotta let them clear.

ELSEWHERE IN THE CAVE - SAME

Zach's on his back, wind knocked out of him. Somewhere in the room, the bat flaps around him. The flashlight on Zach's shotgun provides the only light. He sits up and grabs his gun, finding his bearings. Zach touches his neck and feels blood.

ZACH

Fuck... Dad?! Syd?!... Ko?!

His voice echoes, mixing with the bat's flapping. He turns, realizing he's in a DIFFERENT PART of the cave now.

Zach grows nervous. He shifts his light farther... then pans back. YETI PRINTS lead across the ground. He lifts his gun. The bat circles around him. GROWING CLOSER...

Then it STOPS. A second later, there's a bone-chilling CRUNCH.
And a low GROWL. From somewhere in the dark.

EXT. WOODS - AFTERNOON

Lane moves silently, following Alpha's prints through snow and dirt. One after another, but then they grow --

F a r t h e r a p a r t.

And abruptly STOP. Lane pans left to right. There's nothing.

He senses he's being watched. He 180s. But nothing's there.

He slowly canvasses the trees. All is still. Until he sees a PINE NEEDLE float down past his face. Alpha's ABOVE HIM, in a tree. Lane adjusts his grip on the gun. Takes a calming breath. Begins to raise it and --

ALPHA DROPS DOWN. Lane dives away, losing the gun. Alpha tears for him on all fours when --

Lane engages the REMOTE. Alpha JOLTS, falls to the ground, shaking violently. Lane releases, and the shaking stops.

Alpha attempts to stand, so Lane shocks him a second time. He convulses. The creature glares at Lane. It hates him. Lane laughs with relief.

LANE

Not today, bud. No sir.

He backs away and grabs his rifle. He continues watching to make sure Alpha doesn't follow as he walks away.

INT. CAVE SYSTEM - AFTERNOON

The bats have cleared. Syd, Remy, and Ko shout for Zach.

ELSEWHERE IN THE CAVE - SAME

Zach turns in the dark, looking for the source of the growl.

He pans across stalactites on the ceiling. Dark corners. Puddles of water on the stone floor. In the reflection in the water, a SHAPE MOVES. Zach pivots toward a --

YETI, backed into a corner of the cavern. It snarls, warning him. Zach aims --

And the Yeti averts its eyes, scared, awaiting death.

But Zach doesn't pull the trigger. He just stares. There's blood around its mouth. In its hand, the beheaded bat.

aaahmmmmmmmm. A high-pitched whine. Huh? *aaahmmmmmmmm*.

Zach pans his light down past the Yeti's legs. There's something wrapped in elk hide. A TINY YETI ARM reaches out.

A *baby*. Fuck this. Zach lowers his gun. He turns, aiming the light across the room for the exit. He sees the crevice in the wall that he fell through. Climbs out.

ZACH

Dad!? DAD!? SYD!? KO!?

He emerges into another PASSAGE --

ZACH (CONT'D)

DAAAAAD!

REMY (O.C.)

Zach!

Zach turns, sees lights flashing down the passage. He runs toward it, right into Remy, who inspects him for injuries.

REMY (CONT'D)

Are you okay?

Zach nods. Syd notices blood on the back of Zach's neck.

SYD

Let's get him out.

EXT. CAVE/WOODS - AFTERNOON

The group hangs near the entrance to the cave. Syd bandages the bite wound on Zach's neck. Lane walks up from the woods. He begins to put his boots back on.

LANE

What happened?

SYD

Bats.

Remy pulls Lane aside.

REMY

You said this was safe.

LANE

We're alive, aren't we?

REMY
Take us out.

LANE
We still got tomorrow.

REMY
Fuck that.

LANE
Cool down, bud. We're about to be at
a halo, okay? It'll be fine. This is
all part of the experience.
(to Zach)
How alive do you feel?

Zach semi-nods.

LANE (CONT'D)
That's power. Embrace it.

Remy angrily turns away.

SYD
(to Lane)
You get him?

LANE
Nah. Anything inside?

SYD
Nothing. Think they went out another
entrance... They're getting too
smart. We need to cull the elders and
reintroduce some younger ones.

ZACH
... Reintroduce?

SYD
We take the newborns down to implant
with trackers. Sometimes we hang on
to them. Like that Yeti y'all saw
yesterday in the display, with the
black streaks on his chest. That's
actually Alpha's offspring... You
should be good.

Zach looks back to the cave -- *should he say something about
the baby?* He doesn't. Remy helps him up.

EXT. VALLEY - EVENING

The group approaches two, two-story cabins, connected by a large deck. Heavy GUSTS of wind howl.

LANE
The whole area's halo'd. Nothing's
coming through.

Remy's finally cooled down a bit. He just nods. The men step onto the deck. RETI docks at a charging station. Remy, Zach, and Ko head into one cabin. Lane and Syd walk to the other.

INT. LANE'S CABIN - NIGHT

Lane towels off outside of a shower.

LANE
It's all gonna be fine.

He looks over at Syd, sitting on a counter, sipping a tumbler of whiskey. Walks to a sink near her.

SYD
Doesn't seem promising. He did miss
that shot. On purpose.

LANE
He's stubborn, but he comes around.

SYD
And if he doesn't?

Lane grabs her tumbler and takes a sip.

LANE
He will. He needs us. Just gotta keep
working him.

Syd skeptically nods. Lane touches her leg lovingly.

LANE (CONT'D)
Thanks for sticking with me. It's
gonna work out.

Syd takes her glass back.

EXT. CABINS - EVENING - LATER

BLOODY ELK STEAKS sizzle on a barbecue. Syd and Lane sip beers. A few feet away, Ko kicks back in a chair near a fire pit, plucking a guitar.

The WIND RUSTLES like a cold front is coming through. Lights on the deck FLICKER...

INT. REMY'S CABIN - NIGHT

Remy pours a drink while Zach leans against the counter. The lights overhead FLUTTER. He and Zach eye it. It settles.

ZACH

I couldn't do it. I just wanted to get out.

REMY

I'm glad you didn't. There's no point...

ZACH

Then why'd you shoot at one?

REMY

I shot above him. To scare him off.

ZACH

But you go hunting every year...?

REMY

That's different. We're chasing normal animals in untouched land. And if we're lucky enough to get something, we're taking every piece of meat... This is just killing to kill.

Zach contemplates that for a second. The door OPENS. Ko pokes his head in, holding a guitar.

KO

Dude, come show me your shit.

Zach grins. Looks back toward Remy, who nods -- go ahead.

EXT. CABINS - NIGHT - LATER

Syd cleans up at the grill while Zach and Ko jam around a campfire.

AT THE EDGE OF THE DECK

Lane and Remy lean on the deck railing, chatting. A bottle of scotch in between them.

REMY

I was so buried with the job, I missed all the signs. She'd been seeing him a year. We started working on it. Figured we could fix it, but when that shit came out about the leak, that was the last straw. She said there wasn't anything worth working on. That I'd changed.

LANE

Sorry, bud. To new beginnings then.

REMY

Yeah.

They drink. Lane tops them off. After a second:

LANE

So...?

Remy looks up at Lane. Shakes his head.

LANE (CONT'D)

Is that a no, you don't wanna talk about it or...

REMY

No, man. It's a no.

Lane collects his thoughts.

LANE

Okay, so we still got some kinks to work out, but that doesn't mean we should throw in the towel.

REMY

You said you got investors interested. Sell them. Try passing next session. You just know where my vote stands.

LANE

They won't invest if we can't open.

REMY

It's not my problem.

LANE

Today got fucked. Just give it another chance... Please.

REMY
Lane, the animals-

LANE
(louder)
Monsters.

Across the deck, Zach notices Lane and Remy arguing.

REMY
The animals are self-aware. They know what's happening to them. Deer, elk, whatever instinctually know they're prey, but they don't contemplate it.

LANE
Neither do these things.

REMY
There was a painting in that structure. Of a human with a gun, blocked by an electrical field. They know where they stand. And who knows what the fuck else you're working on.

Lane -- *this is all no problem.*

LANE
We'll dumb them down.

REMY
Just let folks hunt your mutant elk, okay? I want out at first light.

Remy starts to walk away --

LANE
Remy, bud, we dreamt this up. And I made it real. We can help each other here. Please. We can't both lose over some minor disagreement.

REMY
That's the problem, Lane. You think killing is minor.

Remy walks off. Zach and Ko watch then go back to jamming.

Lane leans on the railing, pissed. He glances over to Syd, who just shakes her head, disappointed.

A gust of wind chills the valley. The lights FLUTTER again --

INT. REMY'S CABIN - NIGHT - LATER

Ko's passed out on the couch, a collection of beer bottles on the coffee table. Zach sleeps on a chair, guitar in his lap.

Remy picks up the guitar, waking Zach. He stands. Heads for the loft stairs. Stops. Turns back.

ZACH

What was that outside? With Lane.

REMY

Oh... it's nothing. Old feud.

Zach doesn't press it. Remy heads for his room --

ZACH

Hey, dad.

Remy stops, looks back.

ZACH (CONT'D)

This place is kind of bullshit, but
I'm happy you brought me.

Despite the hell Remy's been dealing with, at least there's that. He gives Zach a warm smile.

REMY

I'm glad.

Zach walks up the stairs. Remy heads to his room. And CAMERA turns to the living room, where Ko's asleep on the couch. Across the room, there's a window to the DECK. The trees outside sway violently in the evening wind, and we FADE OUT.

AND FADE UP ON:

The same shot, but in the morning light. Ko's gone from the couch. And through the window, we see the deck in disarray --

RETI is destroyed, contents strewn. Ko runs across the deck, holding a shotgun. We pan to the door -- it OPENS. Ko enters. He quietly closes the door and locks it. Paces into a --

BEDROOM

Where Remy sleeps. Ko peers out the blinds on a window.

KO

Remy. Get up. Now.

Remy shakes his sleep off.

REMY

What?!

Ko shushes him. Points out the blinds. Remy looks out at Lane's cabin. The front window is SHATTERED.

KO

Power's down. Something got in.

REMY

Where are they?

KO

I don't know. There's blood.

THUMP. THUMP. On the roof. Their eyes snap to the ceiling.

LIVING ROOM

THUMP. They enter, looking to a SKYLIGHT over the loft and living room. Zach peers his head over the loft balcony.

ZACH

What is that?

Remy signals for Zach to quiet. A SHADOW slinks over the skylight above Zach. Then it disappears. Remy motions for Zach to come downstairs when --

The SHADOW RETURNS. Zach halts. CLINK. A CLAWED FOOT sets upon the glass. Then another. And another... TINK. The glass spiderwebs...

ZACH (CONT'D)

Fuck.

THE GLASS EXPLODES. A screeching CHUPACABRA plummets through onto the loft. Zach dives away.

ON THE LOFT

Zach throws himself into a closet, closes the door.

The Chup shakes off the fall, hisses, moves near the closet.

DOWNSTAIRS

Ko aims at it, but the Chup walks too deep into the loft.

CLOSET

Zach holds deadly still. WHAM! The Chup breaks the door, knocking Zach back. Clawed hands grab at Zach around the door. The Chup latches onto his ANKLE. Drags him across the floor --

ZACH (CONT'D)

HELP!

DOWNSTAIRS, Ko and Remy watch the Chup climb the wall, claws ripping into the wood paneling as it drags Zach for the skylight.

REMY

Kill it!

BLAM! Ko fires, killing the Chup. Zach drops onto the loft. Chup plunges into the living room, hitting the floor with a THUD. Remy and Ko inch closer for a better look when --

Another CHUP BREAKS through the window, KNOCKING KO headfirst into a wall. He drops the gun and falls unconscious. The Chup turns, ready to kill.

REMY slips into the hall. Eyes the shotgun feet away on the floor in the living room. Chup smells him and turns his way --

UPSTAIRS

Zach peers over the edge of the loft to see the Chup stalking. He grabs a LAMP and hurls it -- it SHATTERS across the Chup's back. The creature shrieks then lunges onto the wall, climbing toward the loft.

REMY's got a chance -- he bolts for the gun. Grabs it. Aims. BLAM! One of the Chup's legs snaps. It falls to the floor --

Then the crippled thing climbs to its feet. Remy aims again, but a shell is JAMMED in the action. Remy doesn't have time to clear it before the Chup LURCHES --

Remy drops the gun, dives behind a couch. Chup tosses it, pinning Remy in the space between the seat and the back. Clawed hands reach for him. One nicks his face, blood runs.

ZACH sees an old MUSKET hanging over the fireplace. He darts for it. Snatches it. Aims. CLICK. Just a decoration. So he uses it as a bat and smacks the Chup. It turns for him --

BLAM! Buckshot slams the Chup against the wall. It goes to take another step when it COLLAPSES in heap, dead.

A few feet away, a woozy Ko is on one knee, holding the shotgun. Zach takes a moment to catch his breath.

REMY (CONT'D)

Help me!

Zach and Ko lift the couch off of Remy. He stands and immediately starts looking around the room.

REMY (CONT'D)
Where's the phone?

KO
I tried earlier, man. Comms went down
with the power.

Remy finds a CORDED PHONE. Hits a button reading SECURITY. He lifts it to his ear, but Ko's right -- there's no tone.

INT. LANE AND SYD'S CABIN - MORNING

Remy and Ko search the cabin. The place has been trashed. There's no sign of Syd or Lane aside from BLOOD DRIBBLED and SMEARED across the hardwood floors.

KO
Chupacabras drag their prey off
before killing it. What it tried to
do with Zach.

Remy tenses at the thought of his friend's death. He notices the SATELLITE PHONE on the floor near an overturned chair and snatches it up. The screen is CRACKED. Tries to turn it on, but it won't power up.

KO (CONT'D)
We gotta go. More'll come when they
smell the blood.

INT. REMY'S CABIN - MORNING

Ko's got weapons and supplies laid out on the kitchen table. Remy eyes his now-useless bow, the frame cracked and strings frayed. The mood is somber.

KO
We got a shotty with six rounds.
Rifle with eight. My knife. Aside
from that, we got a flashlight,
binoculars, compass, and a map.

He lays a topographical MAP of the hunting area out. A series of trails snake through the mountains.

KO (CONT'D)
We're near here. This trail loops
around to the tram over here. We got
two options. Back the way we came.
Eight hours. About half that if we
finish the trail on foot.

ZACH
Faster. Obviously.

KO
More monsters that way.

ZACH
Never mind.

Remy considers... Ko stamps his finger on the short path.

KO
But there's an ATV at a service
station just past this lake. Turns
the last hour into a few minutes.

Remy looks between Zach and Ko.

REMY
Faster. We need to get a search party
up here. If they're still alive, they
don't have much time.

Ko nods. Zach, too. Movement draws Remy's eyes --

REMY (CONT'D)
Shit.

Zach and Ko follow Remy's look out the WINDOW to a tree line,
a hundred yards away. A YETI watches them. It backs into the
trees out of sight.

REMY (CONT'D)
Let's move.

EXT. WOODS - DAY

The guys hike down a trail on edge. Remy has the rifle, Ko the
shotgun. Zach's in between them. Remy stops, checking the
compass against the map. He turns a few degrees right, away
from a trail.

REMY
Looks like a straight shot through
here. Should save a little time.

Ko shrugs -- okay. They head off the trail into the trees.

INT. WOODS - DAY - LATER

The guys hike through the woods, heads on a swivel when --

HAAAAAA-SKTSKTSKTSKT sounds from up in the trees. Like the cadence of a demonic cicada. Everyone halts. Ko puts his finger to his mouth -- *shhh*. He points --

KO

There...

Plastered in the branches of a towering pine, there's what looks to be a pickup truck-sized HORNET'S NEST, pockmarked with yard-wide portals.

KO (CONT'D)

Manananggal nest. Stay quiet.

Again, that's pronounced *mana-nanggal*. Ko takes a silent step; motions for the guys to follow.

Haaaaaaaaaaaaaaaaaaaaa-SktSktSktSkt. Grows louder.

As they're passing it, the sounds die down. They're almost in the clear... but... Zach's pants catch a branch. He halts before it snaps. Close one. He leans on a tree to untangle his pants when -- he spooks a DOVE from the tree. It FLAPS AWAY.

HaaaaaaaaaaaaaAAAAAAAAAAAA-SKTSKTSKTSKT.

Black limbs whisk across the portals on the nest. A leathery wing flaps out like an inverted Jack-in-the-box. The guys move faster.

HAAAA HAAAA HAAAAA. The movement grows more intense.

Then a YEARLING MANANANGGAL PLUMMETS. Underdeveloped bat-like wings flutter frantically. It smacks the ground and SCREECHES for help, unable to fly.

Ko draws his knife and storms it. He slams it to the ground and tussles with the screaming creature before jabbing the knife into its neck.

Blood flows. The monster jerks, wings flap desperately. Ko holds it tight until it stops moving. He stands, covered in blood, when a throaty

HRRRAAAAARRR SKRAR-SKRAR-SKRAR

BOOMS from the sky.

They look up. The mother Manananggal drifts above the trees. 20-foot wingspan. It DIVES, thundering through the forest.

HRRRAAAAAAAAAAR.

The guys kick it into high gear.

KO (CONT'D)
Stay close to the trees!

The monster RUSHES by then ASCENDS for another pass.

KO (CONT'D)
DON'T STOP!

Ko waves Remy and Zach ahead as it comes in for another attack. He readies his gun. Here it comes. BLAM BLAM BLAM!

He clips a wing. It zooms straight up into the clouds.

REMY AND ZACH halt, finding themselves at the edge of a thawing FROZEN LAKE -- the same Dr. Nelson crossed in the opening. It's half-a-mile wide, two hundred yards across to a dense patch of timber.

ZACH
We gotta get across. The woods are
thicker. It won't be able to fly.

Ko catches up.

REMY
I don't know if the ice will hold.

Blood TRICKLES onto the ice from the heavens. The bleeding creature is flying above them.

KO
Gonna have to. GO!

The guys cautiously step onto the ice. It CREAKS and GROANS. Ko runs. Remy stays behind Zach, ushering him forward.

Ko's now way out in front, moving quickly. He hears LOUD FLAPPING. Turns, eyes wide --

KO (CONT'D)
Remy!

REMY 180s. The Manananggal glides ten feet above the ice STRAIGHT FOR HIM. Remy pushes Zach down and --

IT ZOOMS OVER THEM, grabbing Remy by the jacket. His feet LEAVE the ground. But his jacket RIPS, and he falls, SLIDING. Remy looks up -- the monster is 100 yards ahead, making an erratic turn to come back.

KO (CONT'D)
REMY, LET'S GO!

Remy backpedals toward Zach. He takes a knee.

REMY
Stay down.

Remy raises his rifle. The monster's RACING straight at them.

REMY POV (SCOPE): Can barely keep aim... the Manananggal is quickly closing distance -- BOOM! He fires.

He plugs it. The monster veers RIGHT -- and CRASHES into the ice like a kamikaze. Water and ice EXPLODE skyward.

It surfaces, SCREECHING. But it can't swim. Each time it finds footing to get out, the ice breaks, and it sinks again. Which is good... What is no bueno is this thing is sending FISSURES through the frozen lake like lightning bolts --

QUARTERING ice inches behind Zach and Remy. They move forward.

ANOTHER CRACK in the ice races ahead, halting them.

KO'S being cornered by cracks himself. He backpedals.

HRAAAAAAAAR -- Ko glances back at the screaming Manananggal struggling to stay afloat. He steps toward Remy and Zach when he's cut off by a THICKER FAULT in the ice.

CRRRR-ACK! Ko looks down. More ice breaks around him, stranding him. Ko looks for an escape --

When a DARK SCALY LIMB slaps the translucent ice from below.

Remy's oblivious to it. He paces to Ko. Holds out his hand.

REMY (CONT'D)
Jump. Come on.

Zach looks at where the Manananggal was... there's just an empty crack in the ice sloshing with bloody water.

ZACH
Where'd it go?

Ko sees the SCALY LIMB move again.

KO
Remy, you gotta go.

REMY
What is it?

Remy looks down, seeing a LARGE REPTILLIAN EYE watching from beneath the ice.

KO

RUN!

Just then, a DRAGON-LIKE HEAD and neck of the LOCH NESS MONSTER arc from the ice behind Ko. Dagger-like teeth chomp into his head and rip him into the lake.

Remy falls back on his ass.

ZACH

Dad! Come on!

Zach helps Remy to his feet. They HAUL ASS. The Loch Ness Monster swims behind them, breaking the ice like a wave.

And just like Dr. Nelson, the guys are getting closer to the edge of the lake but --

THE MONSTER IS GAINING. CLOSER. BY. THE. SECOND. IT'S ALMOST TO THEM. THEY JUMP --

And land in sloshy ice at the edge of the lake.

But not out of the Monster's reach. Its head EXPLODES from the ice, reaches to grab them --

Remy aims -- BOOM! The bullet bursts the Monster's long neck. Its head topples like a limp joint, jaws still viciously snapping as it crashes into the ice and sinks.

Remy drags a terrified Zach from the edge of the lake. They've gotta move.

EXT. LODGE - DAY

The sun rises over the lodge. All's in order down here.

KATE (PRE-LAP)

Finally, safety is our utmost priority.

INT. MAIN ROOM - LODGE - DAY

Kate leads a group of three potential INVESTORS (Houston oil bros in their 40s) into the main lodge, where Calvo and Miller are on display with their rifles.

KATE
(re: Calvo and Miller)
We employ two-dozen former Army
Rangers to ensure safety.

INVESTOR BRO 1
So when can we hunt those freaks?

KATE
Tomorrow. How about you guys check in
to your rooms. We'll reconvene for
cocktails this afternoon.

INVESTOR BRO 2
(flirty)
You'll be there, right?

Kate gives a polite nod. The Investors head off. Kate, over
it, shakes off the fake saleswoman.

There's a CHIRP on Miller's walkie. Something garbled comes
through but sounds urgent.

MILLER
Copy. On our way.

Kate turns, noticing Calvo and Miller pacing away.

KATE
What's going on?

They ignore her. Kate approaches the giant window, looking out
to the tram. A tram car rests at the bottom of the mountain. A
handful of guards surround it.

A large TRUCK with what looks like a CAGE backs up near it.
Kate watches, unsure if she should be concerned.

EXT. WOODS - DAY - LATER

Remy speed walks through the woods, deftly picking up his
steps to keep silent. A rattled Zach tries to keep up.

Remy stops a moment. Checks the map.

ZACH
How do you even know where we're
going?

Remy clocks the sun's position then redirects a few degrees.
Continues. Zach follows.

Remy clears the trees to a TRAIL. Optimism flashes in his eyes. He aims his rifle.

REMY POV (SCOPE): Searching... he finds a wooden UTILITY POLE hidden in the trees.

Remy motions for Zach to follow. They jog to the pole, rising above a cinder block SHED with a yellow CALL BOX.

Remy opens the box. Lifts the phone to his ear... NOTHING.

He drops it. Moves to a rolling metal door on the shed, secured by a PADLOCK. He cracks it with the butt of his gun.

Once. Nope. Twice. Na-ah. Really rears back this time. WHAM... nothing. He raises the rifle at it.

ZACH (CONT'D)
Don't waste ammo -

BOOM! Remy fires. The lock explodes from the door. He opens it. Inside, there's an ATV. He tries to turn it on, but it's out of gas.

REMY
Gas...

Remy unscrews the tank. Zach goes for the GAS CAN when MOVEMENT in the nearby trees steals his attention. He looks, seeing a SPOOKED MULE DEER bounding toward them... then it passes around the shed.

Remy looks at Zach impatiently --

REMY (CONT'D)
Let's go... Zach?

ZACH
Behind the tree. What is that?

Remy follows his eye line to a THICK PINE 20 yards away.

About 15 feet up, a RATTLESNAKE'S HEAD slithers from the left side of the trunk. On the right side, there's a GOAT HEAD, ears beneath its sharp horns flitting back and forth.

Then the goat turns toward them. It bleats -- MEHHHHH. The snake eyes them too and HISSES.

REMY
Shit.

Their eyes go wide as both the snake and goat descend the tree at the SAME PACE. Remy grabs the gas can from Zach's hand. Dumps it into the ATV, spilling fuel everywhere.

Zach's still watching. The animals reach ground level, then the CHIMERA emerges from behind the tree. Primarily, it's a lion, but a GOAT HEAD topped with twisted, razor-sharp horns protrudes from the side of its neck. It's got a RATTLESNAKE for a tail, swaying with a mind of its own.

And there's a dead chupacabra in its lion jaws, like a gazelle in Africa. Chimera looks at them dead on. Drops the chup. It struts toward them, shoulders pumping like pistons.

ZACH

Hurry up.

Remy tosses the can. Fires the engine. He hands Zach the rifle as he gets on. Remy backs out, turns the ATV. The Chimera runs, closing the gap.

ZACH (CONT'D)

Go!

Remy kicks the ATV into gear as the Chimera lurches --

WHAM! It rips Remy to the ground. He covers his face with his arms. The lion tries to bite him. Remy ROLLS from its jaws. The goat HEAD BUTTS. Snake WHIPS at him.

REMY

Shoot it, Zach! SHOOT IT.

Zach aims -- BOOM! The goat head BURSTS, knocking the Chimera over. It thrashes. Remy spider crawls to the ATV. He and Zach hop on as the Chimera stands.

Remy gives it gas. The ATV takes off. The Chimera trots into a run behind them. It disappears onto a bluff on their right.

ON THE ATV, Remy's flooring it, avoiding downed trees and rocks. Zach holds on for dear life. To their right, the Chimera whips through the trees on the bluff, keeping speed.

We go AERIAL -- seeing a BEND in the road ahead, leading right into the Chimera's path.

REMY (CONT'D)

Shoot it before we turn!

Zach struggles to aim off the bouncing ATV. BOOM! He misses. Racks the gun. Aims again. But... the Chimera is GONE. And the bend is approaching.

ZACH
I don't see it!

Remy rounds the bend --

The CHIMERA LUNGES FROM THE TREES ON THE BLUFF -- Remy cuts HARD to dodge it, and the ATV FLIPS, tossing them. The Chimera SOARS over. The ATV tumbles into a snowbank.

Remy and Zach are shell-shocked from the crash, but Remy fights through it. He realizes the TRAM is just fifty yards ahead. He helps Zach up. Pulls him for the halo...

But the Chimera steps in the way. They HALT and retreat back toward the snowbank. Remy grabs the rifle.

He aims, disoriented. The Chimera circles. Darts from trees to boulders, inching in -- BOOM! He misses. Reloads.

The guys cover behind the ATV. Remy AIMS again... BOOM! Misses again. He blinks, clearing his vision. Steadies his breath.

The Chimera crouches, cat-like, skirting in.

Remy levels the rifle. The Chimera picks up speed. BOOM! Skims its shoulder. Doesn't even slow it down. It LEAPS --

SCHWICK! A HEAVY TREE TRUNK SHARPENED TO A SPEAR rockets through its body, skewering it to the ground. The Chimera writhes, bleeding out.

What the fuck? Remy and Zach look for where the hell that came from when --

There's a familiar HOWL. Footsteps... Then the ALPHA YETI emerges from the trees. Remy and Zach cower behind the ATV.

Alpha approaches the Chimera. The snake tail LASHES OUT. He catches it and crushes its head. Drops it like trash.

Remy and Zach try to remain hidden. But it doesn't matter. Alpha knows they're there. He turns toward them.

Remy pops the rifle bolt. EMPTY. But Alpha doesn't know that. Remy throws the bolt back in as if he's still got ammo. Aims.

REMY
Get back!

Alpha steps closer.

REMY (CONT'D)
BACK!

Alpha ROARS. So loud the guys cringe.

There's CRACKLING -- like the forest is alive. All around. TWO DOZEN YETIS reveal themselves through the trees. They grunt and howl excitedly. Remy pulls Zach in the direction of the halo -- BUT five more Yetis block it. They're trapped.

And Alpha steps closer.

Remy's shaking. Alpha gets within two yards of him. In WIDE, we see this thing is almost twice Remy's size.

REMY (CONT'D)

Back.

At this point, we get a *really* good look at Alpha. BLACK STREAKS mark his chest. Scars are visible under the fur on his face. He's ready to get revenge against these puny humans --

A high-pitched HOWL cuts the tension. Alpha glances to the woods when the higher howl sounds AGAIN. They're communicating. The guys follow Alpha's eyeline. Another YETI emerges --

The one Zach saw in the cave, a baby in its arms.

It howls once more. Alpha turns to the guys. Snarls. Then WALKS AWAY toward the Yetis blocking the halo.

Remy and Zach gasp what feels like their first breath in years.

INT. MAIN ROOM - LODGE - DAY

Kate watches through the window -- guards move in different directions near trucks at the tram base. Curious, she walks to a COMPUTER TERMINAL. Opens an ACTIVITY LOG:

- **ELECTRICAL INTERRUPTION - 04:24:19**
 - CABIN 01, CABIN 02, HALO 01, HALO 02, CALL BOX 01, CALL BOX 02, CALL BOX 03, etc.

An *oh fuck* look crosses her face. She scrolls down:

- **DEPLOYMENT - CHIMERA - 09:14:50**

She isn't sure what to make of that.

EXT. TRAM LANDING/WOODS - DAY - LATER

Remy looks through binoculars, studying Alpha as he interacts with the Yetis around the perimeter of the tram. They're clearly able to communicate. Zach catches a glimpse of the one with the baby walking through the woods.

ZACH
It's the one I let go in the cave.
That's why he stopped.

REMY
But they're not letting us go.

Alpha starts back toward them.

REMY (CONT'D)
Get behind me.

Remy lifts the rifle, half aims it at Alpha, who doesn't flinch. Remy shakes his head no -- don't come closer.

Alpha stops, snarls. Remy raises the gun to Alpha's chest. They stare each other down. Neither wants to fold. Alpha growls angrily and --

Zach pushes the barrel away and steps in front of his dad. Shows his empty hands. Alpha eases.

ZACH
Chill. Okay?

Remy half nods, unsure. After a second...

Alpha gestures at Remy. Then up, to the bluff behind them.

Neither Remy nor Zach understands.

Alpha gestures to Remy again, then to the top of the bluff.

It clicks with Remy.

REMY
The painting, maybe? The human on the cliff.

Alpha swipes the black streaks across his chest, motions to Zach.

REMY (CONT'D)
Yeah. My son.

Alpha touches his chest again. Gestures to Zach. Alpha turns, points to the tram.

ZACH
(realizing)
His son. He's down there in the display. Syd said they take the offspring back.

Alpha turns his head, revealing the TRACKER glowing under his fur...

ZACH (CONT'D)

But they can't leave. He must think
we can help get him back.

REMY

I'll put in word with management.

Remy shakes his head, holds his hands out like he's helpless.

Alpha's breathing ELEVATES, frustrated. Then he walks past them into the woods. The other Yetis head their way, then stop feet from them. Alpha looks back, waiting for them to follow.

Remy grabs Zach by the arm, pulls him along.

EXT. WOODS - DAY - MINUTES LATER

They follow Alpha. Zach's eyes skirt in all directions, scared. Remy peers back. The other Yetis have formed a perimeter around them.

ZACH

What if something attacks?

REMY

They're protecting us.

Remy and Zach halt. Because in a tree ahead, there are TATTERED CAMO CLOTHES dangling from the branches like someone fell from the sky.

They walk to Alpha at the base of a tree, staring down at a BODY in the melting snow.

ZACH

Is it...?

Remy wipes snow from the body. Shakes his head.

We see it's DR. NELSON from the teaser and MEMORIAL PHOTO. He's missing an arm, neck gnawed to the bone. His stomach is an open cavern where his guts have been eaten out, but he's otherwise mostly preserved by the snow.

REMY

It's the consultant they said went
missing.

ZACH

Maybe he has a radio or something.
They took us to him for a reason.

REMY

Might be showing us what they'll do
if we don't help.

Remy feels through Nelson's pockets and finds unspent RIFLE CARTRIDGES. He pockets them slyly. He pulls NELSON'S NOTEPAD from his top pocket -- the one he wrote on in the teaser.

Remy opens it. Skims. The pages are filled with notes. We focus on:

- *Aggression correlated to custom DNA strands...*
- *Yetis cerebral cortexes growing...*
- *Prey self-awareness...*
- *Ethical nightmare...*
- *Recommend termination of the Cryptid Project.*

Remy flips through the last few pages. They're empty. Then something catches his attention. He flips back --

And it's like he's been gut-shot. Remy drops the notepad and beelines past the Yetis back toward the tram. Zach, confused, follows...

ZACH

What?

Camera pans down. On the last page, there's the final note we saw Dr. Nelson scrawl just before he died: ***They left me.***

HARD CUT TO:

INT. ELEVATOR - DAY

LANE and SYD in the lodge elevator. Lane's on the verge of a panic attack, while Syd rubs a BLOODY BANDAGE on her arm.

SYD

Stop second-guessing it.

LANE

I asked you to wait. I could have convinced him.

SYD

He wasn't gonna come around. If we waited until this morning, we'd have had to do it ourselves...

LANE
We left Ko, too.

SYD
He's a leech at this point.

LANE
Fucking Christ, Syd.

Lane's on the verge of losing it. Syd hits the elevator's STOP BUTTON. Stands in front of Lane.

SYD
Hey, just breathe. Remember what I showed you?

Syd takes a four-second breath in. Lane reluctantly follows her lead. They hold for four seconds, then exhale for four. Then they repeat... and Lane begins to calm down.

SYD (CONT'D)
The plan is going to work, okay? I killed the power to everything aside from the tram up there. There's nowhere safe for them to go...

LANE
But what if they got out --

She lifts her bandaged arm.

SYD
The blood will have attracted chupacabras. And if they didn't finish it, the chimera will...

LANE
He's a Senator. It's going to be such a fucking mess to deal with.

SYD
We'll figure it out. We always do... It's you and me. We created this. We need to do whatever we have to do to keep it alive.

They lock eyes. After a second, Lane nods. He leans past Syd and hits the stop button. The elevator rises.

INT. OPS HALL - DAY

Kate paces down the hall. Armed guards race past her. She turns a corner, running into Lane and Syd.

KATE
I saw the power dropped, but we
didn't get an alarm down here...
Where's Senator Chatelain?

Lane tries to wave her off.

KATE (CONT'D)
I'm in contact with his office. He's
supposed to be on a plane tonight.

Lane glances to Syd -- he'll handle it. Syd heads into the
security room. Lane lies:

LANE
Wind knocked out the power early this
morning. We were attacked and made an
emergency exit.

KATE
Shit. What about them? Are they okay?

LANE
We're assembling a rescue team now.

KATE
But you sent up the Chimera earlier.

Lane's caught off guard with her knowledge of that but --

LANE
It was a scheduled deployment. We
were going to hunt it today... You
need to get guests and all non-
essential personnel off the property.
That includes you.

Kate nods.

INT. SECURITY ROOM - DAY - MOMENTS LATER

Lane walks in. Syd stands at the hologram of the hunting area.

LANE
We gotta adjust the log to show the
Chimera was scheduled.

SYD
Looks like it's dead.

LANE
What? How?

SYD
Yetis maybe.

Syd zooms to the area around the tram landing. Two dozen YELLOW DOTS surrounding one RED DOT -- the chimera.

SYD (CONT'D)
They're grouping around it.

LANE
Let's get a visual.

Syd taps a few commands. A floating PROJECTION of small screens appears on the far wall, showing video from various locations on the property. She taps one, making it larger. The tram landing. Can see the ATV crashed in the woods beyond and the Yetis surrounding.

Then Remy storms toward the tram, Zach behind him.

LANE (CONT'D)
Shit.

EXT. TRAM LANDING/WOODS - DAY

Remy taps at a touchscreen terminal on the tram structure.

ZACH
What the fuck's going on?

Remy's seeing red, ignores him. He hits a call button to security. *Connecting.* Lane appears.

LANE
Jesus, bud. Y'all okay?

REMY
You fucking piece of shit.

LANE
We had to make an emergency exit.

REMY
You left us.

LANE
We were attacked. A rescue team's heading up.

REMY
Your pal Alpha brought us to your dead consultant.

Lane goes silent, waiting to see what Remy reveals.

REMY (CONT'D)
He wanted to end the program so you
left him to die like you left us.
Over a fucking bill, Lane. Ko's dead.
I'll vote for it. You win. Get. Us.
Down.

Lane's got a war behind his eyes. He wants to help, but he
can't. Syd appears.

SYD
We're not backing out.

REMY
Y'all don't get what you want with me
dead. I'm the vote.

Syd's unwilling to be played.

SYD
Your absence on the vote is just as
good as a vote for us. I may be a
soldier, but I'm not fucking idiot.

Remy's gritting his teeth, barely containing his anger.

REMY
It's just a bill.

LANE
It's our life's work. And you're
ready to end it. 'Cause you think
you've got some superior sense of
morality. Well, it's an eye for an
eye in politics and warfare, right?

REMY
My son is here.

LANE
We could have made a deal, Remy.

An UGLY beat. Then:

REMY
Lane...
(off Lane's silence)
I'm going to kill you.

Lane ends the call. Remy punches the screen in frustration. He
leans on the monitor, thinking. Turns. Zach's just feet behind
him. He shakes his head in disbelief.

INT. SECURITY ROOM - DAY

Lane grits his teeth and draws a breath. Syd rests a hand on his shoulder.

SYD
You did good.

Lane nods, holding in tears. Syd watches Zach and Remy argue silently on the monitor then notices the Yetis fanned out behind the halo.

SYD (CONT'D)
It's like they're protecting them.

Lane stares out a window to the mountain, pensive. Then --

LANE
Let's finish it.

INT. ARMORY - DAY

Hayes listens to his earpiece.

HAYES
Copy.

He turns toward two dozen guards milling about.

HAYES (CONT'D)
A-team, we're heading up. B-team,
hold security. Let's go.

The guards start moving with purpose.

EXT. TRAM LANDING/WOODS - DAY

Remy paces after a livid Zach.

REMY
Zach...

Zach just shakes his head. Remy grabs his shoulder --

ZACH
You lied.

REMY
Not right now.

ZACH

This wasn't some bonding trip. You changed the subject every time I walked up. You thought I couldn't tell...

Remy's trying to move past it.

REMY

We don't have time --

Zach waves him off.

REMY (CONT'D)

Okay. I'm sorry I lied. Alright?

ZACH

Bull shit. You know what mom told me before she moved out?

(off Remy's silence)

That it sucks I really only know this version of you. She said you changed when you got elected. Everything became about what you wanted, and you stopped giving a shit about who you stepped on to get it. Including us.

REMY

I do what I do to make the country... the world... better.

ZACH

You do it for yourself. So you can get ahead.

Remy goes silent.

AUTOMATED VOICE

Tram arriving in 20 minutes.

ZACH

And now you dragged me into it.

Zach sits against a boulder. Tears up but tries to hide it. Remy notices. He looks around, trying to figure out what to do. He's got nothing. He glances back to his son wiping his eyes. After a second, Remy takes a seat next to Zach. They sit there a moment. Then...

REMY

You're right, Zach. You're right... I tell myself everything I do, all bullshit I put y'all through, is for some greater good.

(MORE)

REMY (CONT'D)
That the ends justify the means...
All I really ever wanted was power.

Zach glances over.

REMY (CONT'D)
And I finally got it. I've done
everything I can to keep it. And I
lost y'all instead. I'm sorry.

After a second, Zach nods. But he's unsure what to say or do.
His gaze lingers off on the Yetis in the tree line.

REMY (CONT'D)
We need to work together. Please.

Zach stares at the small GLOWING TRANSPONDERS in the back of
the Yetis' heads. His demeanor begins to shift...

ZACH
Oh, shit.

Remy looks to Zach --

ZACH (CONT'D)
The transponders. They can get down
the mountain if we deactivate them.
Maybe they'll help us...

REMY
How are we going to do that?

ZACH
A magnet.

Zach jogs over to the flipped ATV. Remy follows.

REMY
Where are you going to get one?

ZACH
I'll make it. Help me...

Remy helps Zach flip the ATV right side up. Zach pulls the
keys from the ignition and pries the speedometer open. There's
a TANGLE OF WIRES inside. He rips them out.

ZACH (CONT'D)
Battery...

Remy lifts the seat, revealing a car BATTERY inside. He
disconnects it. Sets it atop the seat.

ZACH (CONT'D)
I need a bullet casing.

Remy scours the ground, spots one. Meanwhile, Zach tightly coils the wires he pulled around the battery's positive and negative terminals. Remy hands him a bullet casing. Zach wraps the wires around the edges of the casing.

REMY
How do you know what you're doing?

ZACH
Guitar pickups are basically magnets.
I fuck with mine all the time.

Zach dangles the ATV keys.

ZACH (CONT'D)
Let's try it.

He holds them a foot from the casing. Inches his hand closer... Nothing. Closer... The keys slightly RISE toward the magnet. And closer... TING. They fly from his hand onto the casing. Remy's impressed.

AUTOMATED VOICE
Tram arriving in 15 minutes.

Zach looks up to the Yetis in the tree line.

EXT. LODGE - DAY

Kate holds the door for the investor bros as they file out of the lodge, dragging expensive rolling suitcases.

KATE
I'm sorry, guys. We'll have to reschedule.

EXT. TRAM LANDING/WOODS - DAY - LATER

A transponder LED LIGHT obscured by fur FLUTTERS. The bullet casing MAGNET is just an inch away... then the light goes OUT.

Zach pulls the magnet away from the back of Alpha's head. He glances to Zach, who nods. Alpha looks out over his pack then walks toward the halo.

Zach and Remy watch nervously. Alpha gets ten yards away. He doesn't seem to be getting warning shocks. Then he steps closer, and nothing happens.

Finally, he gets to the edge of the halo. We see in his eyes he's terrified. Shaking. A LONG BEAT. Then he steps into the halo and... nothing happens.

Alpha turns back toward his pack. He howls. Zach and Remy watch in awe as the Yetis emerge from the trees toward them.

INT. SECURITY ROOM - DAY

Lane watches SECURITY FOOTAGE. Remy smashes the camera with the rifle. It goes to static.

LANE

Delete everything back to when you
killed the power.

SYD

Already taken care of.

Syd approaches the hologram. The yellow dots surrounding the woods around the tram landing begin GOING OUT. She stares curiously. Pulls her walkie to her face.

SYD (CONT'D)

Hayes, status update.

HAYES (V.O.)

ETA two minutes.

More of the dots vanish from the hologram -- the transponders are going dark. Syd's concerned.

SYD

Go live on cams. Expect resistance.

INT. TRAM CAR - DAY

Hayes and 11 GUARDS (including Calvo and Miller) stand ready.

HAYES

From who?
(listens, looks concerned)
Cams live. Be ready.

INT. SECURITY ROOM - DAY

The screen Lane and Syd are watching quarters, and smaller screens open, displaying footage from the guards' helmet cams.

EXT. TRAM LANDING/WOODS - DAY

The ATV has been pushed back on its side, the gas tank open and dripping into a puddle. We find Zach, pouring a water bottle full of GAS, creating a trail away from the ATV. He screws the top on, saving the rest. Looks over to --

Remy, cutting the live TRANSPONDER from the Chimera's head.

AUTOMATED VOICE

Tram arriving in two minutes.

REMY

Let's go.

Remy pockets the transponder. He and Zach scale the bluff overlooking the tram and take cover behind some boulders. Beyond them, Yetis silently move through the trees into position.

AUTOMATED VOICE

Tram arriving in thirty seconds.

Remy loads bullets into his rifle. He looks to his son, the bottle of gas anxiously shaking in his hand.

REMY

I meant what I said. I love you,
Zach. I'm going to make this right.

ZACH

Let's just get home.

AUTOMATED VOICE

Tram docking.

Remy racks a round into the chamber.

INT. TRAM CAR - DAY

Hayes takes the lead as the tram HUMS into its dock.

HAYES

Form up!

The guards stack along the door to tactically exit.

INT. SECURITY ROOM - DAY

Lane and Syd watch the body cam views on the projected screen.

HAYES (O.S.)
 Keep in the halo until we set a
 perimeter. Rutgers, guard the tram.
 Let's move.

On the screens, the men exit the tram. We get radio reports of
no visuals... can't see shit... quiet up here.

EXT. TRAM LANDING/WOODS - DAY

The guards fan out, taking cover behind boulders in the halo.

RUTGERS, by the tram, hears the GROAN of METAL SHIFTING. Like
 something is atop the tram car. He aims -- nothing there.

RUTGERS
 I hear something.

ANOTHER GUARD VIA WALKIE
 Just wind.

Rutgers lets it go. Behind him, there's a SERVICE DOOR on the
 tram structure. Rutgers nervously shifts, blocking it. He
 shifts back. The door is OPEN. A CREAK draws his attention. He
 turns around, noticing the open door. He suspiciously raises
 his rifle and peers in -- to PITCH BLACKNESS. Rutgers TURNS ON
 a barrel light -- there's NOTHING. He exhales, relieved when --

A YETI'S CLAWS RIP INTO HIS FACE FROM BEHIND.

INT. SECURITY ROOM - DAY

Lane and Syd stare at the hologram, watching Rutgers's POV
 WHIRLING THROUGH THE AIR off the side of the mountain.

SYD
 Rutgers?!

EXT. TRAM LANDING/WOODS - DAY

Hayes turns -- Rutgers is gone, blood on the ground. A YETI
 EMERGES, TEARING ANOTHER GUARD FROM VIEW.

HAYES
 THEY'RE IN THE HALO!

Gunshots erupt as Yetis lunge from hiding in the foliage, drop
 from trees, etc.

INT. SECURITY ROOM - DAY

Lane and Syd watch the screens in horror:

- GUARD 1 blasts a Yeti attacking another guard. Suddenly, his POV goes still. It lifts off the ground then falls to the earth, rolling... past his headless body.

- GUARD 2 runs with GUARD 3 into the surrounding trees, taking cover. A Yeti drops from a tree, stomping 3. 2 executes the Yeti. Then he smacks the ground face-first. His POV is dragged into the woods, arms grasping for anything he can reach.

LANE

How the fuck are they in the halo?

- GUARD 4 - Runs for cover. BOOM -- a gunshot rings out. He drops like a beanbag.

- HAYES' CAM: Behind a boulder, looking at the BATTERY-MAGNET on the ground near him.

HAYES (V.O.)

They disabled the transponders.

EXT. TRAM LANDING/WOODS - DAY

Remy aims over the boulder with the rifle. In the halo below, there's blood smeared. Guards and Yetis battling.

Remy takes aim -- BOOM! The bullet punches one of the guards against a boulder. BOOM! He fires again but misses. The guard advances to the ATV and fires on their position.

REMY

Zach! Now!

TEN YARDS AWAY, Zach's got a piece of his shirt stuffed into the water bottle filled with gas. He LIGHTS the shirt.

ON THE GROUND

A Guard leans over the ATV to fire and notices Zach's MOLOTOV COCKTAIL hurtling toward him. Fuck...

But it hits the ground, just short of him. *Whewww...* then the trail of gas catches and zooms to the ATV, bursting into a FIREBALL. Guard goes up in flames. He screams for help when --

Pop-PopPoP--PopPopPop-Pop. Ammo on his body explodes like firecrackers, instantly killing him.

HAYES notes Remy's position on the bluff.

HAYES
Get fire up there!

The remaining guards pop shots off at the bluff as Hayes runs into the nearby woods.

REMY AND ZACH stay low, moving behind boulders. Bullets WHIZ overhead.

REMY
Two rounds left.

HAYES moves silently through the woods, flanking Remy.

REMY pushes Zach through the trees toward the unguarded tram.

Shots riddle the trees near them. Remy turns; a GUARD reloads 20 yards away -- REMY AIMS -- BOOM! The shot rips through the guard's neck. He collapses.

INT. SECURITY ROOM - DAY

Lane and Syd watch. Half the screens are fixed in dead gazes. The others show the remaining guards blasting at Yetis running through trees. Reports of *low on ammo! I'm out!*

EXT. TRAM LANDING/WOODS - DAY

Remy and Zach haul ass toward the unguarded tram. Zach's twenty yards ahead, Remy trailing. Zach passes a pine tree --

WHAM! Hayes TACKLES him and fires on Remy's position.

Remy throws his back to a tree as bullets pepper around him.

HAYES presses a knee into Zach's back, pinning him down. Keeps his rifle trained in Remy's direction.

REMY peers around the side of the tree. Lifts his gun.

REMY POV (SCOPE): Looks right, left. He finds Hayes, aiming at him.

CLACK! Hayes FIRES first. The shot GRAZES Remy's ribs. He crumbles to the ground. Blood drips from his side. He pulls himself around the base of a tree for cover.

HAYES aims, waiting for Remy to get back up. But he doesn't. He zip-ties Zach's hands then passes Zach off to Calvo.

HAYES
We'll use him to lure him out.

Calvo drags Zach off. Hayes quietly advances to where he saw Remy fall. Gets to the spot and turns around the tree --

JUST BLOOD. No Remy.

He pans the woods... until he finds Remy aiming at him.

Hayes BOLTS, whipping through the trees.

REMY fires -- BOOM! -- Hayes takes a hit, drops his gun and tumbles through the trees, fifteen yards shy of the halo.

Remy, out of ammo, bolts for Hayes's dropped rifle.

HAYES heaves for breath. The chest plate on his vest is DENTED. He sees Remy charging for his gun. Hayes lunges. Trips Remy and jumps on top, throwing punches. Remy blocks, strikes back.

NEAR THE TRAM

Calvo holds Zach at gunpoint as he watches his dad fight.

HAYES draws a KNIFE. Remy grabs his wrist, pushes the blade away. But Hayes puts his weight into it. The knife gets CLOSER to Remy.

Then Remy releases a hand. The blade tickles his chest... That free hand digs into his cargo pocket. He shoves the Chimera's transponder into Hayes's vest then --

Punches Hayes, kicking him off toward the halo. Hayes stands to fight when his body JOLTS like he's having a seizure. He looks down to the transponder IN HIS VEST. It's shocking him.

He looks up at Remy, who's now got the rifle AIMED AT HIM.

CLACK! He shoots him in the chest, not penetrating the armor, but forcing him to back peddle... right into the halo --

BOOM! Hayes's chest bursts.

Gunfire peppers around Remy. He takes cover beside a boulder.

ON THE TRAM

Miller pops off shots while Calvo holds Zach.

CALVO

Let's go!

MILLER

He'll come out...

Miller aims in Remy's direction. Ready to kill.

REMY steels himself. Adjusts his body to engage again when he catches Alpha peering at him from the trees -- *don't do it.*

ON THE TRAM

Miller glimpses Yetis moving in the woods, speaks into his walkie.

MILLER (CONT'D)
Hayes is dead. Target's still alive,
but we got the kid... We can't keep
fighting up here.

SYD (VIA WALKIE)
Copy. Bring him back. Remy'll follow.
We'll finish it down here.

Miller hits a button.

AUTOMATED VOICE
*Door closing. Please clear the
platform... Tram disembarking.*

REMY hears it. He starts toward the tram, rifle aimed --

REMY
Stop the fucking tram! Let him go!

IN THE TRAM

The tram begins to move. Calvo, holding Zach, stares out the window at Remy aiming at them --

CLACK CLACK CLACK! Calvo flinches. Bullets pockmark the bulletproof window directly in front of his face. But the glass doesn't break.

IN THE HALO

Remy lowers his gun and watches the tram descend. It pains him not to be able to do anything. He chokes back helpless tears. Then he remembers the gunshot. Lifts his shirt.

A deep graze pumps blood from his ribs. He steps forward and COLLAPSES --

EXT. AIRFIELD - DAY

Kate follows the investors onto the plane. She looks back to the mountain. SMOKE rises from its peak.

PILOT
You coming?

KATE

Take them. I'm going back.

PILOT

I'll be back here in an hour.

Kate jogs toward her truck.

INT. TRUCK - DAY

Kate pulls a GLOCK 20 handgun from the glove compartment.

EXT. TRAM LANDING/WOODS - DAY - LATER

Remy blinks, waking, sitting against a tree. He glances around, realizing he's in the woods alone. Looks to his ribs.

A translucent GOO covers his wound. He touches it... it's sticky. He notices SAP dripping from a gash in a pine tree trunk in front of him. The Yetis stanch his wound.

He tries to stand but grunts in pain. He leans back on the tree. A shadow covers him. He looks up --

It's Alpha. He's cut and bleeding but ready to keep fighting. He reaches a hand down for Remy.

INT. LODGE - MAIN LOUNGE - DAY

Kate stuffs the Glock into her pants. Looks out the window. One tram is arriving, guards stand at a truck nearby.

AT A COMPUTER TERMINAL, she tries accessing the activity logs again, but everything is now RESTRICTED. Then she opens the comm system. Sees calls made from TRAM PEAK -> SECURITY. She contemplates a moment, before connecting to the tram peak.

A VIDEO FEED opens, showing the Halo. Kate's eyes widen at the bodies and the smoking ATV. Then REMY APPEARS in the screen.

KATE

Holy shit, Senator, are you okay?
Lane said there was a power
interruption --

REMY

They left us to die. They wanted it
to look like an accident.

Kate stares in disbelief.

REMY (CONT'D)
I wouldn't vote with them on a bill.
Ko's dead. The guards have Zach.

KATE
Is this a joke or --

REMY
They did it before to that vet
consultant. I need help. Please.

Kate lets the gravity of the situation wash over her.

REMY (CONT'D)
How do I get down to the lodge?

KATE
The other tram. I'll activate it.

REMY
I'll be a sitting duck.

KATE
No... I have an idea.

INT. SECURITY ROOM - DAY

Calvo and Miller zip-tie Zach to a chair near Lane and Syd.

ZACH
How the fuck do you think you can get
away with this?

SYD
Hunting accidents happen all the
time.

ZACH
Fuck you.

Zach spits at them. Syd gestures, and Calvo tapes Zach's mouth shut. Lane watches the projection, showing the second tram moving down the mountain.

LANE
Plan's working. He's coming down.

INT. OPS HALL - DAY

Kate strides down the hall, walkie-talkie in hand. A few guards turn a corner. She presses herself into a NOOK, hiding. They pass, a RETI trailing. Kate heads for a door.

INT. PET STORE - DAY

A door opens. Kate enters. To her right, the gigantic "RISER" display habitat runs along the wall. She walks ahead to where the hallway with all the cages branches off to her left.

KATE (INTO WALKIE)

I'm in.

INT. UNKNOWN DARK PLACE - DAY

Pitch black. Just a metallic humming in the BG. A digital walkie screen ILLUMINATES Remy's face.

REMY (INTO WALKIE)

Copy. Open the Yeti cages.

KATE (VIA WALKIE)

What?

REMY (INTO WALKIE)

We need a distraction. I'm gonna find Zach. Meet me in the lodge.

Behind Remy, Alpha's face is recessed in the darkness.

INT. PET STORE - DAY

It's quiet, eerie. Kate passes caged habitats, reading the digital tags that show what's hiding within.

She passes Yateveo AKA "The Tree" and comes to three cages containing YETIS. Kate strides to a computer terminal at a podium near the end of the hallway.

INT. SECURITY ROOM - DAY

An alarm CHIMES. Miller reads on a computer...

MILLER

We got activity downstairs.

Syd nods toward the door. Calvo and Miller grab their rifles and head out of the room.

INT. PET STORE - DAY

A FLOOR LAYOUT of the cages glows on the computer screen. Kate selects a few. A button at the bottom reads DISENGAGE. She nervously raises her finger over it. PRESSES it.

The bolts locking three of the plexiglass doors retract, but the doors stay shut. Then she hears FOOTSTEPS coming down the hall. Kate ducks behind the podium as --

CALVO and MILLER enter the hall from where she entered. They slowly case the place for movement, rifles aimed.

KATE stays silent. She eyes the elevator across from her. They'll see her if she moves. And they're getting closer...

A LIGHTING PANEL next to the terminal catches her attention.

ON CALVO AND MILLER when -- THE LIGHTS GO DARK. Just the eerie orange glow of heat lamps in the cages obscured by foliage. The guys halt.

They flip their rifle lights on. Miller realizes one of the plexiglass doors is OPEN.

Calvo pans across two more OPEN CAGES. A LOW GROWL emanates from the dark hall.

CALVO

Shit.

KATE stands at the elevator now, hitting the call button.

EXT./INT. TRAM - DAY

Three B-team GUARDS take cover on the side of the tram station as the second tram hums into its dock. The doors slide open. Lead Guard motions. The trio storm the tram and --

There's NO ONE there.

INT. PET STORE - DAY

Calvo and Miller pan 360 degrees, rifles aimed.

CALVO

Find the lights.

Miller slowly walks to where they entered, shines his light across the HUGE RISER HABITAT flanking the hall. No switches. He turns toward Calvo, aiming the other way.

MILLER

Noth --

Miller's RIPPED BACK into the darkness, screaming. Calvo aims, finding a YETI gnawing into Miller's shoulder.

BLAM BLAM! Calvo plugs the Yeti. Miller falls, injured.

DING. AT THE END OF THE HALL, elevator doors open. Kate enters. Quickly mashes the close button.

CALVO notices Kate near the open elevator. Drags Miller --

CALVO
Wait! STOP! KATE!

He runs harder, but the elevator closes a moment before he gets to it. He hits the call button.

MILLER
More!

ROARING. Three more Yetis lunge from the darkness. Miller lays down fire. Calvo tosses a FLASHBANG GRENADE --

It DETONATES with a deafening, bright explosion, causing glass to SPIDERWEB on some of the cages.

SMOKE obscures the hall... Then more Yetis charge through.

Calvo and Miller keep firing, killing them, but stray bullets strike the weakened glass, causing cages to SHATTER.

INSIDE ONE OF THE CAGES

The ever-curious USHI ONI cowers in the darkness as gunshots PING off its cracked cage... Then a DEAD YETI CRASHES through the plexiglass.

IN THE HALL

Glass BREAKS beyond the smoke. Flapping... then HRAAAAAARRRR! The smoke swirls as a Manananggal flies at them --

Calvo and Miller BLAST the flying creature, shredding its wings. It plummets just feet from them. They UNLOAD into its body until their magazines run dry.

MILLER (CONT'D)
Out.

CALVO
Same.

Before they can reload, there's TAPPING like a million feet moving at once. Calvo and Miller draw sidearms as --

The USHI ONI skitters through the smoke, stopping a foot from them. The guys exhale, relieved.

CALVO (CONT'D)
This fucking pussy.

USHI POUNCES, impaling Calvo with its legs. It CLAMPS onto Miller and slams him against a wall, killing him.

DING. The elevator finally opens. The giant bull-spider drops Miller. It curiously walks into the elevator, looking around. And the door closes. Going up...

And then we track back through the smoky hall. Most of the cages are broken open. We hear creatures GROWLING, CHITTERING, FLUTTERING...

INT. SECURITY ROOM - DAY

Lane and Syd hear a few gunshots that suddenly stop inside the building. Syd radios for her guys.

SYD
Come back?

Nothing. Lane looks like he's waiting for STD test results.

SYD (CONT'D)
B-team, secure the Pet Store.

Zach watches in terror as they lose control.

EXT. TRAM - DAY

The TRANSPORT CONTAINER below the second tram is closed.

A RIFLE BARREL emerges from a crack in the door. Pries it open. Remy steps into a ditch below. Alpha emerges behind him. They hear the guards who just cleared the tram talking above.

ABOVE THEM

Lead Guard listens on his walkie.

LEAD GUARD
Copy...
(to guards)
Let's move!

The guards jog toward a truck when --

Remy FIRES, knocking two of them down. Lead Guard scrambles to get in the truck as more bullets riddle the windshield.

INT. TRUCK - DAY

Broken glass rains on Lead. He fires the engine. Gives the truck gas. But it doesn't move. He looks in the REARVIEW MIRROR to ALPHA, slipping from view in favor of the BLUE SKY.

THE TRUCK FLIPS and SLAMS onto its roof, crushing him.

INT. SECURITY ROOM - DAY

Syd and Lane hear muffled gunfire through the walls.

SYD (INTO WALKIE)
B-team, come in?

Fragments return: *overrun, need backup, screams.*

Syd approaches a nervous Lane watching the security cams -- guards battle creatures throughout the building.

Loud Chupacabra HISSING comes from beyond the door.

LANE POV: Tunnel vision. Heart racing. Can't hear Syd talking. Syd grabs him by the shoulders, brings him back.

Syd hands Lane a REVOLVER and a bulletproof vest.

SYD (CONT'D)
We're getting out. Stay with me,
okay?

Lane grits his teeth in anger. Syd pushes him toward a back exit, leaving Zach alone.

EXT. LODGE - DAY

Remy and Alpha move across the grounds as a few guards fire at them from across an outdoor lounge. They take cover behind a fire pit. Alpha SNIFFS the air.

Remy pops up, fires a few shots, then ducks. Looks up to see Alpha climbing up a column to a balcony Remy can't reach.

REMY
Hey! No!

But Alpha's gone. Remy empties his magazine and RUNS.

INT. UNDERGROUND SERVICE CORRIDOR - DAY

Syd pushes Lane through an underground corridor like the Secret Service would the president. They come to a T-SPLIT and turn left --

TEN HISSING CHUPACABRAS crawl along the walls and ceiling toward them.

Lane draws his REMOTE to shock them. Two fall, shaking, then their heads BURST. But the others are unaffected.

LANE
It's not working.

SYD
They aren't implanted yet. MOVE!

Syd pushes Lane in the other direction, firing bursts at the pursuing Chups. Ahead, a LADDER runs floor to ceiling.

SYD (CONT'D)
Go!

Lane starts to climb the ladder. Syd provides cover fire. A Chup skitters across the ceiling. She blasts it -- it FALLS next to her. Goes through its death throes, claws swiping --

It SLICES Syd's Achilles tendons. She SCREAMS, collapsing forward to the floor like a broken hinge.

SYD (CONT'D)
FUCK! Lane!

Lane, halfway up the ladder, sees Syd dragging herself across the ground. She grabs the bottom rung.

Syd fires more shots at the Chups skittering across the walls. CLICK. She runs out of ammo.

SYD (CONT'D)
Help me!

Lane watches in fear. A Chup LEAPS from the wall, feet from Syd. HISSSES at her.

SYD (CONT'D)
Lane! Hurry!

Lane clocks the fear in Syd's eyes. The Chup inches toward her. More on the walls.

SYD (CONT'D)
PLEASE, LANE! HELP ME.

LANE

I'm sorry.

Lane climbs. We track with him -- he opens a HATCH in the ceiling while below, Syd SCREAMS as the Chups pile onto her.

HALLWAY

Lane emerges from the hatch then locks it. He falls back against a wall, staring off at a PREY CORP logo on the wall across from him. He chokes back a sob. Then he draws the revolver. Stares at it a moment...

He shoves it in his mouth. His hand shakes as he contemplates pulling the trigger. But... he can't.

He pulls the gun out. Takes one of those four-second breaths in. Then holds it for four. He releases, calming himself, just like Syd taught him.

REMY (O.S.)

Zach!?

He perks up to the sound of Remy's voice.

INT. SECURITY ROOM - DAY

Something SLAMS into the main door. Meanwhile, there's FLUTTERING beyond the back exit -- FAERIES. Zach rocks the chair he's in, banging it into a desk, trying to break it.

WHAM! A LARGE CHUPACABRA SNAPS the main door off its hinges. Zach throws himself to the floor. The chair CRACKS.

The Chup hunts for Zach, who slips off the chair. He looks up. Chup stands on the hologram table, eying him from across the room. Zach darts to the back door. Chup lunges as he opens it --

BUZZZZZZZZZZZZZZZZ. A dozen faeries ZIP into the room, attacking the Chup like killer bees. The Chup swats at them. Zach runs past them into --

INT. OPS HALL - DAY

Where in both directions guards battle monsters. Zach runs through a half-smashed LAB DOOR across the hall.

INT. BILLIARDS ROOM - LODGE - DAY

Remy ducks behind a pool table. Guards across the room fire at the devastating Ushi Oni, who's not a "pussy" anymore.

INT. THE LAB - DAY

Zach paces through floor-to-ceiling TEST TUBES, half-developed CREATURES inside them. He finds a scalpel, cuts his hands free. Slips across the room, eyes the tubes, terrified --

When one of the creatures MOVES.

It's HUGE. Alpha's size. In the dim lighting, he can tell it has hooves and a bull's hind legs. But where its body should be is a human torso, covered in thick hair, leading to a bull's head --

A horrific MINOTAUR.

Zach hears that familiar HISS, then sees the distorted image of the Chup through the Minotaur test tube.

It lunges, knocking tubes into one another. They EXPLODE across the ground. Horrible half-developed creatures slosh and writhe in the amniotic water.

Zach bolts across the room to a door. Opens it. A stairwell. He runs up it, the Chup on his tail.

BUT BACK IN THE LAB

The Minotaur eyes a CRACK running through its glass tube.

INT. SECURITY ROOM - DAY

Remy enters, rifle aimed. Everything is in disarray. He desperately searches for clues.

REMY

Zach?!

KATE (VIA WALKIE)

Remy, I'm headed to the lodge.

REMY (INTO WALKIE)

I'm still looking for Zach.

He eyes the security feeds but doesn't see anything.

INT. MAIN ROOM - LODGE - DAY

Zach slams through a set of doors leading into the main lounge. He dives behind the huge wooden bar as the Chup bursts through the door after him. He snatches a knife off the bar.

INT. HALLWAY - LODGE - DAY

Remy turns into a hall, deep in the lodge. Ahead, Pete, Syd's dog, WHIMPERS and SCRAPES at the hatch in the floor that Lane came through.

INT. MAIN ROOM - DAY

Zach sticks the knife around the bar, using the reflection in the polished steel like a MIRROR. Sees the Chup hunting for him. Notices his SHOTGUN on a rack on the wall, ten feet away.

Too far to make a run for it. He looks at the reflection again -- there's a RETI in the lodge, parked beyond the Chup.

INT. HALLWAY - DAY

Remy opens the hatch. Looks down -- the upper-half of Syd's body is latched onto the ladder's lower rungs in a death grip. Her legs have been torn away. Pete whimpers.

Remy, unnerved, shuts the hatch. Continues down the hall, spotting bloody BOOT PRINTS. He follows them.

INT. MAIN ROOM - DAY

Zach's behind the bar. RETI reflected in his knife.

ZACH

RETI...

The Chup turns toward him.

ZACH (CONT'D)

Party time!

RETI

RETI to party.

RETI flashes its lights. The Chup ATTACKS IT.

Zach runs to his shotgun. Loads it. Chup turns toward him.

BAM! The shot peppers it, causing it to shake... it off. Syd was right -- not enough gun. It LEAPS for him --

Zach dives under a MASSIVE glass-paneled COFFEE TABLE. Chup lands ON TOP, shattering glass panels, trying to get him.

Zach army crawls. Glances through the glass table to a HUGE MOOSE ANTLER CHANDELIER hanging above. He changes direction, leading Chup directly under it.

Chup rears back and SMASHES a pane of glass -- as Zach ROLLS from under the coffee table. Aims up. BAM! He shoots the ceiling above the chandelier. The chandelier PLUMMETS, crushing the Chupacabra.

ZACH
THAT'S FUCKING RIGHT --

B-TEAM LEADER (O.C.)
On the ground!

Zach turns to B-Team Leader entering the room, rifle trained on him. Zach reluctantly puts his gun down.

CLACK CLACK CLACK! B-Leader takes a few bullets and collapses. He grabs for his sidearm --

CLACK! Another shot finishes him off. Kate enters the room, smoking Glock in hand. Zach exhales, relieved.

INT. HALLWAY/RESTAURANT - DAY

Remy tracks the BOOT PRINTS, leading down the hall, listening intently. It's quiet on this side of the lodge. Ahead, the RESTAURANT door is cracked.

RESTAURANT

Remy enters, pans the room.

REMY
Zach?

No response. He whips around a bar on his right, aiming -- at LANE'S BOOTS on the floor. He's stalking Remy. Quietly. Remy slowly pans the room for Lane --

KATE VIA WALKIE
Remy, I got him.

Remy gives the room one last glance --

REMY INTO WALKIE
Copy. I'm coming.

He turns to go when a distinctive CLICK halts him. The sound of a gun cocking. Out of focus, we see Lane emerging from a door across the restaurant.

LANE
Drop the gun and radio.

Remy does.

INT. PET STORE - DAY

The dust has cleared. Lights flicker. Alpha walks up to the giant riser habitat. The glass is cracked from gunfire.

INT. MAIN ROOM - DAY

Zach reloads his gun, while Kate scans for threats.

KATE INTO WALKIE
Remy, we need to go. How far are you?

They get no response. Zach and Kate eye each other nervously.

INT. PET STORE - DAY

Alpha howls. Brush begins to sway in the riser habitat, then a smaller YETI emerges from the brush.

INT. MAIN ROOM - DAY

Zach anxiously grabs Kate's radio.

ZACH INTO RADIO
Dad. Where are you?

Still no response.

ZACH
Something's wrong. I'm going to find him.

Zach starts to jog off. Kate follows.

INT. PET STORE - DAY

The Yeti in the riser walks into the light. We see it has BLACK STREAKS, like Alpha. It's his SON. Alpha places his hand to the glass. His son matches it.

Alpha picks up a METAL BAR off the ground and rears back to strike the glass --

INT. RESTAURANT - DAY

Over Remy's shoulder. We see an exhausted Lane aiming the revolver at him. Remy cringes at his impending fate.

REMY

You don't have to do this. We can both get out of here.

LANE

You'll kill me if I give you the chance... Sorry, bud.

Lane takes a breath. He starts to pull the trigger when POUNDING FOOTSTEPS distract him. A horrific ROURP ROURP ROURP emanates like a bullhorn. THEN --

The MINOTAUR barrels through a back door. A piece of a GUARD'S LEG hangs off of one of its huge horns. LANE pulls the trigger as the Minotaur slams into him --

BOOM! He fires, shot untrue, striking Remy in the shoulder. He falls forward.

Lane slides across the ground, gored. The Minotaur slams into a wall. It steps back, disoriented.

Lane crawls for a door, slipping in his own blood, and disappears into the kitchen, firing off shots at the Minotaur.

INT. HALLWAY - DAY

Zach and Kate hear the GUNSHOTS and turn toward them --

INT. RESTAURANT - DAY

Remy holds his bleeding wound. Rolls over when Kate and Zach run into the room. Zach falls at his side.

ZACH

He's shot.

Zach presses his hands to Remy's wound.

KATE
We gotta go.

They start to lift Remy. The Minotaur turns on them. Zach makes a split-second decision --

ZACH
Move him.

Zach RUNS across the room, drawing the Minotaur's attention.

ZACH (CONT'D)
Come on!

It CHARGES for Zach. Kate drags Remy for the door.

Zach leads Minotaur through a 360-degree brick fireplace. It pummels through it like paper, gaining on Zach.

ZACH (CONT'D)
KATE!

Kate lets go of Remy and EMPTIES her Glock at it. Minotaur changes direction, charging for her and Remy, who's immobile. She side-steps, drawing its attention away.

The Minotaur pummels through tables for Kate.

KATE
Help, Zach!

Zach aims his shotgun --

BAM BAM BAM. Zach peppers it. The disoriented creature changes direction mid-run, striking a wall. A mounted GRIZZLY BEAR HEAD collapses onto it, taking it to the floor. The bleeding creature scrapes at the ground, trying to get up.

Kate and Zach make it to Remy.

ZACH
Let's go!

They take Remy under the shoulders. Remy sees the Minotaur finding its bearings across the room, turning toward them.

REMY
He's up.

Zach and Kate drag Remy toward the entrance. They're funneled in now. The Minotaur LOCKS ON. It SNORTS, ready to charge, scrapes its hooves on the hardwood. A rabid bull.

Minotaur CHARGES. Zach and Kate move as fast as they can, but it's CLOSING IN ON THEM when --

ALPHA and his SON CRASH through a window onto the Minotaur. They tear it to the ground. Minotaur throws Alpha off. But his son latches onto its back, sinking his teeth in. It's brutal. Alpha lunges back onto the creature, grabs it by the horns, and wrestles it to the floor. His son pins its body. The Minotaur thrashes. ROUUUUUR- Alpha CRACKS its neck. He ROARS at the twitching creature before dropping its head.

The humans stare like *holy fucking shit/thank fucking God*.

The Yetis settle. Alpha locks eyes with Remy. He nods, thanking him. Alpha nods back.

Zach and Kate help Remy through the door.

EXT. LODGE - DAY

The group exits the lodge, headed toward Kate's truck.

She gets in the driver's seat. Zach helps Remy around to the other side. They clear the truck bed to --

LANE. On the ground in a pool of blood. Remy grabs Zach's gun.

REMY
Get in the truck.

Zach almost protests, but doesn't. He gets in. Remy aims the shotgun at Lane, who coughs blood.

LANE
We could have helped each other.

REMY
Then we'd have too much power.

Lane just smiles.

LANE
Eye for an eye.

Remy takes a breath, extends his finger to the trigger. But... he can't bring himself to pull it. He looks at his son's weapon, aimed at his old friend.

He lets it fall to his side then gets in the truck.

We stay on Lane as the truck fires up and drives away.

Lane lies back in the dirt and stares up at the vast Montana sky. Then he closes his eyes. To die peacefully.

Until he hears a GROWL. He opens his eyes. In the reflection of his terrified irises -- ALPHA.

EXT. AIRFIELD - DAY

Kate jogs toward the plane, while Zach has his dad's arm over his shoulder, helping him walk down the runway.

INT. AIRPLANE - DAY

The engines quietly hum. Zach finishes securing a bandage around Remy's shoulder. He helps his dad sit up.

REMY

Thank you.

Zach nods.

ZACH

I love you, dad.

Remy smiles. Zach offers his hand out to him. They clasp hands together, like they were in the photo on Remy's mantle we saw from years ago...

KATE

I don't know what the fuck I'm gonna do now.

Remy turns to Kate, looking out the window in disbelief.

REMY

I've got a job opening on the hill if you're interested.

She cocks her head -- *is he serious?*

REMY (CONT'D)

Maybe you can start next Tuesday.

KATE

I'll be there Monday.

REMY

Won't be in the office. I'll be out late the night before.

Kate and Zach eye him curiously, and off that we --

CUT TO:

EXT. DC BAR - NIGHT - A WEEK LATER

Punk rock place. A FLATSCREEN above the bar plays CNN:

There's helicopter FOOTAGE of Lane's ranch. The lodge is half burnt. Humvees and soldiers surround. A chyron reads: *National Guard deployed to ravaged hunting ranch.*

TV REPORTER (SUBTITLES)
The Montana National Guard and Wildlife Commission have created a containment zone around the ranch, but officials say they're searching for hundreds of genetically modified animals that escaped into the surrounding forest.

WIDE reveals Remy sitting on a barstool watching, his arm in a SLING. His phone buzzes. He checks it -- a headline reads: *S.201 narrowly fails in Senate.* He eyes it, satisfied.

SCREECHING FEEDBACK draws Remy's attention. He spins on his barstool to see Zach on a stage, guitar hanging from his neck. Zach locks eyes with his dad. He grins. Remy smiles back.

ZACH
Hey, y'all. We're Chem Trails.

Zach strikes a chord. A wall of distortion growls through the bar taking us to CREDITS.

But then midway through them, we cut to...

EXT. BIG SKY MONTANA SKI AREA - DAY

SUPER: A MONTH LATER. A SKI-LIFT is barely visible through flitting snow.

ON THE LIFT, AMY (20s) rides alone. In the chairlift ahead of her, two FRIENDS sit together. One glances back --

FRIEND

Meet us at the bar!

Amy gives a thumbs up as her friends disappear into a dense mist of snow. A moment later, she passes through. There's the eerie silence of the blizzard. Then --

A SCREAM. Cut short. Or was it? Amy listens but doesn't hear anything else. The LIFT STATION appears. She readies her board and slides onto the top of the mountain. Amy pans around --

Not seeing anyone. At all. She slides toward a BAR when she finds...

BLOOD. On the snow. She stares, concerned. Then trails it away from the bar... onto a cleared slope... when ahead in the center of the slope, she weirdly sees an AFRICAN BAOBAB TREE.

It's that tree. The Tree. Yateveo. She glances over to the bar... then back to the tree and --

Has it moved closer to her?

She cautiously follows the blood trail to the base of the tree when --

Blood DRIPS onto her jacket from above, startling her. She looks up -- seeing her FRIENDS up in the canopy. Their bodies are contorted, being probed by moving branches as if the tree is FEEDING ON THEM.

AMY

Oh my god.

Amy backs up when SOMETHING STOPS HER -- thin BRANCHES. They extend around her, keeping her from moving.

AMY (CONT'D)

Help! SOMEBODY!

And as the branches fully engulf her --

WE SLAM TO BLACK.