

UNACCOMPANIED

written by

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EXT. MANSION GATE - DAY

Outside a locked entry gate sits a *For Sale sign*. Once reading *Price Reduced*, it now reads *Sold*. The gate opens as a car pulls in.

EXT. MANSION ENTRANCE - DAY (SUNNY)

AMBER, youthfully spunky for 41, hops out of her car and heads for the door, arms stuffed with stacks of papers. She fumbles to find the key.

INT. MANSION ENTRYWAY - DAY

As the door swings open, she's awestruck by the house's beauty and takes in its various features as she silently glides through.

INT. PIANO ROOM - DAY

Amber is drawn to a *vintage piano* and taps out a familiar tune. It's last note echoes throughout the mansion, waking it from its slumber.

INT. KITCHEN - DAY

Papers splay across the counter and the photo of a young girl slides out. Amber's eyelids become strangely heavy. Then, a SPLASH sound snaps her to attention. She walks with purpose towards it.

AMBER

Hellllllooooo?

Her voice bounces through the halls and walls but the echo is suddenly sucked up and dampened as if entering a padded room.

AMBER [dampened]

Hello? Who's there?

INT. POOL ROOM - DAY (OVERCAST)

Amber enters. The pool is undisturbed. She approaches the edge. Suddenly, a darkened figure SLAMS into her and cannonballs into the water, nearly knocking her in. Flashes of a girl flailing in the water flood her vision.

She wants to help but instead backpedals and bolts for the door.  
INT. HALLWAY - DAY (RAINING OUTSIDE)

Trying to recover from the trauma, Amber rushes down the hall.

Then, the melody from an acoustic guitar captures her attention. She is drawn towards it. She slowly approaches a doorway and peeks inside.

A SHADOWED MAN playing notices her and fumbles his fingers.

SHADOWED MAN (ENRAGED)  
GET OUT!

The MAN swings his guitar and smashes it into the ground. Amber whips around the corner avoiding guitar shrapnel as it zips past her head. She scrambles away from the room. He's coming for her.

As she stumbles back down the hall, thunder and lightning strike. As rooms fly past, she catches a glimpse of a girl crying on a bed.

INT. KITCHEN - DAY (THUNDER AND LIGHTNING)

Amber collapses on the counter, noticing the photo of the little girl. She picks it up and instantly feels safe. Gathering herself, she gets a glass of water. She takes a drink and a deep breath.

Dead silence. She sets the photos down. The storm fades back in.

The stones in her whiskey clink against their glass. She takes a drink and spit takes, disgusted. The glass slips and shatters on granite.

She frantically tries to keep her papers dry but cuts herself and rushes to rinse off the blood. It won't stop bleeding until...

She hears that familiar tune on the vintage piano. The blood is gone. She creeps towards the piano where a girl sits and plays. She watches.

The front door rattles. The girl is gone.

Amber heads for the door. The rattling intensifies. Now it's pounding on the door. Amber braces herself as she swings it open.

Sunlight overwhelm the doorway. Then Amber sees her little girl HOPE, 6, making a silly face at her, followed by the most contagious laugh. Hope bolts into the house and heads for the hallway. Amber swipes to grab her but misses and is stricken with fear.

AMBER (yelling)  
Hope STOP!

Hope stops dead in her tracks and looks back at at Amber with a smirk.

RYAN, Amber's fearless husband, walks in and senses the tension.

RYAN (confused)  
What's up hun?

Amber tries to get out the words but can't. She grabs onto Ryan as hard as she can. The worry on her face instantly transforms to joy.

AMBER (to Hope)  
Go have fun.

EXT. MANSION ENTRANCE - DAY

We watch from above as more KIDS pile out of a van and run into the house laughing. A dark cloud looming over the house retreats.

EXT. MANSION GATE - DAY

Outside the open entry gate sits a fresh *business sign*:

New Hope Foster Care: Better Together

END CREDITS (Echos of kids playing throughout the house)