

NOT WELL

WHAT GOES ON IN THE HAUNTED HOUSE BEFORE
THE FAMILY MOVES IN?

Written by
Josh Malerman

SOS Productions, LLC
P.O. Box 427
Clarkston, MI 48347
#248-245-3682

1 INT. BASEMENT - DAY 1

A long, disorienting shot of a basement.

At the top of the frame are wooden support beams, stuffed with spider webs, dust, and the carcasses of insects. Strange pipes jut out of the bricks walls. There's what looks like a makeshift wall or doorway at the back, slightly to the left (like in the photo), and a small rectangular window on the right lets us know if it's day or night. The entrance to that deeper, darker basement room is key, because it's in HERE that our monster nests.

2 INT. LIVING ROOM - DAY (CONT.) 2

An unused record player is against the left wall. A couch is against the right. A couple pictures on the walls but it's pretty clear nobody lives here.

Dust. Cold. Emptiness.

Beyond the living room is the entrance to the kitchen. This is important in case we wanna keep a stationary shot on the living room and then show something nasty happening in the kitchen. A BOX OF RECORDS is on the floor in front of the record player. It's--

THE ANDREWS SISTERS.

3 INT. STAIRCASE - DAY (CONT.) 3

Holes along the staircase wall. Holes in the stairs themselves. Something destructive lives/lived here. At the top are three or four closed doors.

4 INT. UPSTAIRS BATHROOM - DAY (CONT.) 4

Old school bathtub full of what looks like puke. Just full of it. The whole tub. Like either something really bad is in there, under the chunky, thick brown muck-mess or like something baths in there and this is what it washes off. Aside from that, the bathroom looks unused. Dusty, empty sink. Empty shelves. Toilet seat is down. No mirror.

5 INT. FRONT DOOR - DAY (CONT.) 5

The windows on either side of the door are covered with what looks like MUD. In fact, every window in the house is obscured with mud.

6 INT. BASEMENT - DAY (CONT.) 6

Same shot. Only now, about halfway through the shot, we hear an absolutely awful, self-loathing, LOUD moan. One long singular awful, self-hating moan that finally, mercifully comes to a close.

But when it does, we see the shadows beyond that back wall MOVE!

BOOM.... Another hole in the dry wall.

BOOM!

A chip in the bricks.

As the moaning continues, we hear what could be the voice of something living in this basement. Unintelligible half-words; could be English, Dutch, Finnish, Spanish, Korean, all at once. An unknown language. And it's upset with itself; there must be a sense of self-loathing.

7 INT. LIVING ROOM - DAY (CONT.) 7

We hear the echoes of the moaning, but it's from downstairs.

8 INT. BASEMENT - DAY (CONT.) 8

The monster's SHADOWS are moving more rapidly.

9 INT. LIVING ROOM - DAY (CONT.) 9

Moaning ceases, becomes a whimper. LOUD booming footsteps come up the basement stairs. We hear a door open and close off camera. Footsteps in the LIVING ROOM now. Top of record player opens. Needle moves onto the record. Footsteps leave the room. THE ANDREWS SISTERS start singing.

10 INT. BASEMENT - DAY (CONT.) 10

The record is quieter down here. The muffled song is uneasy to listen to. Beyond the wall, inside that deeper basement, we see a BRICK is held. There's a CRUELY DRAWN FACE upon it.

And now... a SECOND BRICK!

And it looks like they are playing together! The monster is using them like dolls! They both have dark red stains for hair. Are those blood stains? Lipstick?

The movement is sloppy. Not fluid at all. As oft-putting as the music throughout. Then the song upstairs comes to an end (or skips maybe, that might be better.) The bricks fall to the ground.

11 INT. LIVING ROOM - DAY (CONT.) 11

BOOMING footsteps again! Coming up the basement stairs!

The SECOND SONG on the record has begun. But our monster doesn't LIKE that song. So it's back to the start of the record. The needle moves. And... the booming, hurried steps head back downstairs!

12 INT. BASEMENT - DAY (CONT.) 12

The BRICKS rise again!

Only now there's a THIRD! A bigger one!

The monster is playing back there. His shadow is moving. The new brick is bigger, and has red hair too. Maybe REAL HAIR stuck to the top of this brick with a painted face. The song upstairs comes to an end. The bricks fall.

13 INT. LIVING ROOM - DAY (CONT.) 13

Footsteps. Door opens and closes.

Moaning.

Giggling.

Silence.

Second song starts but it just won't DO! The needle moves. This is the third time we hear the song start.

14 INT. BASEMENT - DAY (CONT.) 14

Playing with the brick-dolls again, that same broken speech (is it English? Latin? Russian?)

The Andrews Sisters are singing like little dolls upstairs but their voices are muted. The bigger brick is obviously momma, caring for the younger ones.

The monster EMERGES from the back room!

It's carrying a brick... it SMASHES the brick into the basement floor!

The webs between the beams split. The monster is all over the place. The song upstairs ends. We hear its footsteps go up the stairs. As song two begins on the record, the monster releases an INSANE moan, but it's muffled because it's coming from upstairs. The first song starts again. The monster is obsessed with this FIRST SONG. Won't listen to anything else. Thumps back down to the basement. The monster is gathering rocks, discarded bricks. The Andrews Sisters are singing like dolls.

Rocks start flying, bricks, loud crashes, moans, angry howls, heavy breathing, crazy violins, Andrew Sisters, just complete mania. It's gotta reach a peak here; things can't get any crazier.

Then?

SILENCE.

A DOG begins to sniff at the basement window.

The monster is quiet. Someone is here. Maybe just a dog. But the monster is QUIET. The dog seems very interested in the MUDDY WINDOW.

The record player has come to a stop, too.

15 INT. STAIRCASE - DAY (CONT.) 15

The closed doors upstairs. We could still have the dog sniffing sound, even loud, a sort of psychedelic thing. Like the dog's sniffing is on the monster's mind or like it's all it can hear. Bathroom door at the top of the stairs, far end of the frame, slowly opens.

16 INT. UPSTAIRS BATHROOM - DAY (CONT.) 16

There's that disgusting tub again. The SURFACE of the tub moves just the SLIGHTEST BIT. Dog still sniffing.

17 INT. BASEMENT - DAY (CONT.) 17

The crap from the tub is splattered over the basement window!

It's like the monster is telling the dog--

GO AWAY, STOP LOOKING AT ME!

The dog has stopped sniffing. It's left.

18 INT. BASEMENT - NIGHT 18

Nothing happening. Just silence.

19 INT. LIVING ROOM - NIGHT (CONT.) 19

Silence. Dark. We see the silhouettes of the record player, etc.

20 INT. LIVING ROOM - NEXT DAY 20

Off-camera, the basement door opens. Through the entrance to the kitchen we see the THREE BRICKS are sitting at the kitchen table.

The windows are muddied over.

The DRAWER behind momma brick-doll slowly opens.

21 INT. KITCHEN (CONT.) 21

Up close, it's more obvious that this is momma brick and TWO LITTLE RED-HAIRED BRICK DAUGHTERS. Their faces are crude, asymmetrical.

Behind mom, an out of focus shadow is lifting something from the drawer. Maybe it's "speaking" for the family. High pitched, quiet, distant, unintelligible mumbling. Drawer slowly closes.

KNIFE comes into focus behind mom. Knife lands on the table. Then it starts spinning, spin the bottle style, and ends up pointing at one of the rock-daughters. Daughter-brick goes flying off the table. Sudden loud noises; monster is thrilled; loud inhuman exclamations; pounding all through the house; think part monkey, part lunatic, or part madman.

Just madness!!

Record player starts but the speed is off. Same Andrews Sisters song but it's slower now. Like it was a 45 and now it's playing at 33. Creepy slowed down three part harmonies, the monster racing through the house, crap breaking, drawers opening, doors slamming, footsteps, madness all over again!

The OTHER BRICK DAUGHTER goes crashing through a kitchen window! The monster is even more excited!

Meanwhile the Andrews Sisters are playing at half speed.

And...

SILENCE.

22 INT. FRONT DOOR (CONT.)

22

The front door opens.

A MAN (the very first person we've seen so far) wearing a suit and tie or a collared shirt peeks his head inside. He looks like a hard-working man. Nice hair. This is the REAL ESTATE AGENT. He holds a set of keys and a folder of papers. These are the keys to the house and the lease.

He enters.

REAL ESTATE AGENT
Smells like a petting zoo in here.

He closes the door behind himself and pauses. House is completely silent. No sound-track music even.

Agent turns to see the windows on either side of the door are muddied up. He covers his nose with his hand and shakes his head.

REAL ESTATE AGENT (CONT'D)
(to himself)
Vandals...

23 INT. KITCHEN (CONT.)

23

Agent is on his knees. Under the sink. Getting cleaning supplies. The house is SILENT! Agent is huffing. He's annoyed. The LEASE and KEYS rest on the kitchen counter.

He rises and pauses, seeing the KNIFE on the kitchen table. He stares at it a moment. Is he thinking about other weird things he's seen in this house? He just might be!

He exits the kitchen at last.

24 INT. FRONT DOOR (CONT.)

24

Agent is on his knees. Scrubbing the MUCK from the windows. He's mumbling to himself. Complaining.

25 INT. LIVING ROOM - DAY (CONT.) 25

Agent carries a flashlight. He doesn't necessarily need it, but it helps. He shines the light on every window and just shakes his head. He exits frame and...

We hear the BASEMENT DOOR slowly open.

26 INT. BASEMENT (CONT.) 26

Agent shines his light on the destruction, the holes in the walls, the chipped bricks. The muddied window! He shines the light toward the back room. He steps back there.

He steps behind the wall, out of our sight.

REAL ESTATE AGENT
We've got something nesting down
here. Goddamn raccoons.
(pauses)
Big raccoons.

He exits the back basement room.

27 INT. STAIRCASE - DAY (CONT.) 27

Agent is astonished at the HOLES in the walls along the stairs as he climbs them.

He enters the first door.

We stick to the stationary shot this whole time! As the agent enters each of the four rooms. The house is silent. When he's in a room, we don't see him, we just see the shot of the stairs going up and the four doors. He exits one room, enters another. And so on. He enters the bathroom last.

28 INT. BATHROOM (CONT.) 28

Agent approaches the tub.

REAL ESTATE AGENT
Good gracious.

He stares at the tub, full of that muck. He turns to the sink. It's mirror-less and he's wondering why. As he brings a hand toward the empty space where the mirror should be, SOMETHING rises from the muck in the tub behind him.

It's the first time we see the form of the MONSTER. It's been hiding, waiting for the agent in the mucky tub. The muddy, disgusting stuff is covering the monster as it rises to its FULL HEIGHT.

The agent is checking the medicine cabinet.

Then he turns to face...

The MONSTER has risen!

It stands in the tub! Agent SCREAMS his gargled man-scream as the monster grabs hold of the agent and pulls him fully into the tub!

SILENCE.

29 INT. BASEMENT (CONT.) 29

Stationary shot. No sound.

30 INT. LIVING ROOM (CONT.) 30

Stationary shot. No sound.

31 INT. STAIRCASE (CONT.) 31

Stationary shot. No sound.

32 INT. KITCHEN (CONT.) 32

Stationary shot. No sound.

33 INT. FRONT DOOR (CONT.) 33

The front doorknob turns. Someone is struggling a little bit to open it. Then... they open it... and...

In walks, EVERLY, a nice-looking, intelligent, energized and red-haired WOMAN. She looks into the foyer. She pauses. For one second we think she might be apprehensive. But she's not. She smiles. She's worked hard for this place. TWO RED HAired DAUGHTERS join her.

OLIVE

(to mom)

Is this where we meet him?

EVERLY
(sweetly)
Yep, Olive. The agent is supposed
to meet us with the lease.

FIGGY
(to mom)
Is it ours?

Everly smiles. She's clearly ready to begin her new, happy
life!

EVERLY
(looking around the place,
beaming with
satisfaction)
My Gosh... it's *wonderful*.

34 TITLE CARD ACCOMPANIED BY THE CRAZIEST VIOLINS ON EARTH! 34

NOT WELL

35

~END~

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