

PAWN

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PAWN

ACT ONE

FADE IN:

EXT. GAME BOARD CITY - MORNING

where the bullet ridden and gutted out STRUCTURES (1a)
are SMOKE and flame against a SNOWY background.

BISHOP is scanning the area with his binoculars. (1b)
His rifle is on the ground nearby. He is as grubby and worn from a
recent skirmish. Only twentysomething, he shows the savvy of fighting
many battles.

Through the BINOCULARS several SOLDIERS can be seen advancing. (1c)
The BINOCULARS GENERATE which side they are on since the make-shift
fatigues show no loyalty.

The LENSES frame PAWN (1d)
as she runs away from him and heads for THE 4 SMOKE STACKS.

BISHOP lowers the binoculars. (1e)
On his forehead is a finely etched tattoo of a red bishop.

Grimly, he picks up his rifle and starts after her. (1f)

OMITTED (1)

EXT. LOCATION 5 - MORNING

PAWN jogs by, then pauses to catch her breath. (1g)
She is also dirty and bruised from the recent skirmish. Underneath the
hardness are traces of twentysomething beauty and sophistication that
belonged to another world without guns.

On her FOREHEAD (2)
is a finely etched tatoo of a black pawn.

OMITTED (3)

She has been running for awhile (3a)
and the strain is showing as she takes off again.

PAWN (VO)
Oh, God, I'm so tired... keep going, just
keep going... not much farther... run, run...

OMITTED (4)

INSERT - (COLOR), PAWN AND MAN IN DOORWAY BUILDING 2 (4a)

where they are framed in the THRESHOLD. They look happy and
comfortable.

PAWN (VO)
No!

BACK TO SCENE (4b)

with the desolation she is seeing now.

OMITTED (5)

ECU - PAWN (5a)

PAWN (VO)

I can't stop... keep going...

She glances at the PATIO AREA as she runs by. (5b)

OMITTED (6)

INSERT - (COLOR), PATIO AREA PARTY (6a)

where a family BBQ is going on and the PEOPLE are having a good time. A KID dribbles a basketball. On the last dribble, it rolls away.

BACK TO SCENE

OMITTED (7)

PAWN shakes her head as she passes the PATIO AREA (7a)
where the basketball is really a rock. It is a vague memory- the way things were.

PAWN (VO)

...Dreaming of another world to escape this bloody reality...

Before she turns the corner, PAWN glances back. (8)
BISHOP is still on her.

OMITTED (9)

EXT. BUILDING 2 - MORNING

She climbs over rubble with him following. (9a)

PAWN (VO)

We are just Pieces playing out their Game...
It's too bad only one of us can come out
alive... He must be desperate... he's got to
know I'm leading him into a trap...

OMITTED (10)

EXT. LOCATION 7 - MORNING

PAWN moves to hide. (10a)
She turns back to see BISHOP still on her trail.

PAWN (VO)

...Almost there... over soon... then I can go
back to Black Square... a hot bath... a
massage... food!...

OMITTED (11)
THRU (12)
(13)

In front of her is the SHED/TRELLIS. (12a)

PAWN (VO)
The ammo stash should still be in there...
I'll hide and he'll come... The poison will
start and...

BISHOP pulls out the binoculars. (12b)

INSERT - (COLOR), LOCATION 7 (12c)

where Pawn's shape is outlined by the HEAT SENSOR through the WALL.

BACK TO SCENE

PAWN cocks her gun, (12d)
whips around and FIRES at BISHOP, then makes a run for it. BISHOP
dives for cover.

It's a near miss. (12e)
BISHOP recovers and takes aim, but she is gone.

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

OMITTED (14)

Silence. BISHOP moves in. (14a)

BISHOP (VO)
She's leading me into her territory... I
can't be wrong...

INSERT - (COLOR), PAWN AND BISHOP (14b)

in hand-to-hand combat. The fists fly.

BACK TO SCENE (15)

BISHOP (VO)
A girl... they set me up against a girl... an
inexperienced Pawn...

OMITTED (16)

INSERT - (COLOR), THE GUN AND PAWN (16a)

as it falls to the ground (same spot as (1f)).

PAWN backs away with her gun leveled at his heart. (16b)
She could have killed him then...

OMITTED (17)
THRU (22)

BACK TO SCENE (17a)

as he approaches the CORNER.

BISHOP turns the CORNER. (17b)
The TRELLIS is a surprise.

EXT. SHED/TRELLIS - MORNING

There is no trace of the vines (17c)
that once crawled on the ROTTING WOOD.

PAWN is running down the EDGE OF THE BEAMS. (18a)
She stops to turn and fire.

She has one shot to get him. (18b)

POV - GUN (18c)

with the FLASH of the bullet hitting the WOOD. BISHOP dives for cover
behind a BEAM.

BACK TO SCENE

He takes aim and fires. (19a)

PAWN SCREAMS. (20a)
She has to jump to the CENTER to avoid the shot. The BULLET impacts on the SNOW nearby.

She gets up and limps out of the way. (21a)

Slowly, Bishop gets up (22a)
and stalks the rest of the EDGE OF THE BEAMS, his rifle ready.

He comes out of the TRELIS. There is PAWN. (22b)

BISHOP dives before she can shoot him down. (22c)

He has PAWN in his rifle-sight. (22d)
She is just standing there, favoring one leg.

It could be an ambush. (23)
BISHOP glances around in desperation. He holds his breath as he waits for the inevitable.

The stillness of the BUILDINGS around him is almost deafening. (23a)

(24)
OMITTED THRU
(29)

PAWN starts to sway, (26a)
her gun falling from her hands, and then just collapses on the spot.

What the hell? Cautiously, BISHOP approaches, (27a)
his rifle trained on her head.

He does not notice the SPIKE as he passes by. (27b)

BISHOP comes down the rest of the way and kneels next to PAWN. (29)

OMITTED (30)
(31)

BLOOD colors the SNOW around her leg. (30a)

He looks back at the way they had come. (30b)

The imprint of her body where she had fallen (30c)
reveals a small SPIKE set in the ground.

BISHOP (VO)
That was the trap... probably poisoned
spikes...

BISHOP feels for a pulse and checks her eyes. (31)
She is still alive.

He rips off one of her sleeves and binds up the gash (31a)
as best he can without touching the boot.

BISHOP (VO)

...Doc can test it for any residual poison...

BISHOP stands up as he looks around one more time. (31b)
There is no ambush. It was just one Piece against one Piece as he had
been told, but his eyes reflect the feeling there's more to it.

He picks up PAWN up and slings her over his shoulder in the fireman's
carry.

BISHOP heads for the GAME BOARD CITY with his captive. (31c)

FADE TO:

OMITTED

(32)
THRU
(39)

DARKNESS (32a)

where a voice floats in from no where.

DOC (VO)

She'll live, though I don't know how the
others will feel- using the last of the
antidote on the enemy.

INT. RED SQUARE ROOM (LOCATION 9) - AFTERNOON

POV - PAWN (33a)

as she slowly opens her eyes. She has trouble focusing. DOC's head is
above her, peering through a device upside down. DOC's forehead is
marked with a red rook.

DOC moves around to become right side up. (33b)

PAWN (VO)

I'm alive... why? It was supposed to be a
fight to the death...

INT. RED SQUARE HALLWAY - AFTERNOON (33c)

where BISHOP passes several SOLDIERS on his way to the room.

INT. RED SQUARE ROOM (LOCATION 9) - AFTERNOON

POV - PAWN (33d)

as BISHOP comes within her sight.

BACK TO SCENE

PAWN watches them, trying to understand. (33e)
Painfully, she becomes aware of the rest of her body and looks down.

PAWN is laid out on an army-like COT up against one wall. (34a)
Her hands are tied together as well as her good leg is tied down as well. The bad leg had been cleaned up and bandaged, but not tied as it's still numb and useless.

BISHOP and DOC are beside the COT.

BISHOP

What do you think?

PAWN looks around. She's in a storage room that also looks like a hang out. Several RED PAWNS hover in the BACKGROUND. She feels sluggish and dizzy.

DOC

From what you have told me it's a great possibility.

Realization and fear starts to break through the fog in PAWN 's eyes. (35a)

DOC (OC)

There's only one way to find out. I don't like it, though.

Her eyes grow wide in horror with the SOUND OF A BLOW TORCH.

PAWN (VO)

Oh my god...they know...they know...

DOC holds a scalpel in the FLAME of the blow torch. (36a)
BISHOP looks calm and collected, secure in what is happening.

DOC

We have to burn off this tattoo to expose the one underneath.

DOC motions for RED PAWN #1 to bring him a chair.

DOC (CONT'D)

If we're right- she'll be alright. If we're not...

BISHOP'S HANDS grab PAWN'S head to secure it. (36b)

DOC (OC)

(hopeless shrug)
Well, the scaring...

BISHOP (OC)

We have to know. Then we Win and this Game will be over and we can go home.

POV - PAWN (36c)

as DOC comes into view with the heated knife.

DOC

Don't move. It'll only make it worse.

BACK TO SCENE

The HANDS hold her head rigid, but PAWN fights for her life. (36d)

PAWN (VO)

No!... no... don't touch me... no...

BACKSHOT - PAWN'S HEAD (36e)

as DOC starts in while PAWN struggles.

BISHOP

Stop it! Stop struggling. We've got to know!
It's over- don't fight it.

DOC

You won't feel a thing if you don't move.

INSERT - PAWN'S FOREHEAD (37a)

as the knife cuts through the pawn tattoo.

BACK TO SCENE

DOC falls back in the chair in awe. (40)

DOC (CONT'D)

"When the pawn becomes the queen, the game is
won..."

CU - PAWN (41)

where the intricate details of a Black Queen shows under the remains
of the Pawn tattoo.

DOC (OC)

...but she is on a red Square and so she is
done."

PAWN looks at one and then the other. (42a)

Again she struggles against the ropes. Finally, her throat clears a
little.

PAWN

(hoarse, weak cry)

No...

DOC looks at BISHOP with mixed feelings. They've Won, but he doesn't
want to kill her.

FADE OUT.

END OF ACT TWO

ACT THREE

FADE IN:

INT. RED SQUARE ROOM (LOCATION 9) - AFTERNOON

BISHOP sighs as he turns to RED PAWN #1. (42b)

BISHOP
(pretending victory)
That's it. Go tell the others we can go Home.

DOC gets up dejectedly and turns back to his MEDIC BAG. (42c)
He throws the knife aside. He starts to rummage for a lethal injection.

BISHOP watches as RED PAWN #1 goes to the other PAWNS, (42d)
effectively distracting them. Pleased, he turns back to DOC.

BISHOP (CONT'D)
Doc?

OMITTED (43)
(44)

DOC finds the hypo and pulls it out. (45)
He checks the dosage in the tube for air bubbles.

DOC (OC)
Yeah, yeah. She won't feel it. It'll be like
going to sleep. It's almost instant death
for-

DOC turns around to see BISHOP standing by the COT (46)
shaking his head at him.

PAWN is puzzled as she watches the two. Why don't they just get it
over with and finish her off?

DOC doesn't get it either. He looks down at PAWN then back at BISHOP.

BISHOP shakes his head again as he pulls a switchblade from his
pockets.

PAWN's eyes focus on the blade. (46a)

BISHOP starts to cut the ropes. (46b)

Then it dawns on DOC, who grabs BISHOP's arm to stop him.

DOC
Are you crazy!?

BISHOP shrugs off DOC's grip and finishes cutting the ropes.

DOC (CONT'D)
The Losing Pieces have to be destroyed!
That's the Rule.

BISHOP helps PAWN up to sitting position.

She is still weak and slumps up against the wall, but her shock is unmistakable.

DOC (CONT'D)

Do you know what They'll do to you?! You know what they'll do! They'll skin you alive! And her- her-

OMITTED (47)

DOC throws up his arms and turns away in disgust. (47a)
He goes back to his MEDIC BAG and starts packing up his stuff.

DOC (CONT'D)

You're crazy... absolutely crazy. You've been at this toooo long. I don't even want to be around...

BISHOP grabs DOC. (47b)

BISHOP

Doc! Listen to me. I've got it all figured out. I can hide her. To hell with the Players!

He goes back to the COT and sits next to PAWN.

BISHOP (CONT'D)

We're going to put you to sleep. You'll be easier to hide that way. Don't worry, everything's going to be okay.

DOC

You want me to put her under?

BISHOP

That's right.
(back to Pawn)
Everything's going to be alright.

DOC shrugs, resigned. (48)
He finds another hypo and checks the dosage. He goes over to the COT, takes PAWN's arm and injects her.

PAWN's eyes close before she can even protest... (48a)

FADE TO:

DARKNESS (49)

BISHOP (VO)

She'll fit in the trunk. No one will look in there. How long will she be out?

DOC (VO)

I can't believe I'm going along with this... at least 24 hours...

FADE TO:

INT. CONTEMPORARY LIVING ROOM - NIGHT

OMITTED (50)
THRU (55)

A plain, homely looking woman (PAWN) is in a house coat (50a)
and dozing on the COUCH. A VOICE (DOC) echoes in her head...

DOC (VO)
...I hope you know what you're doing. I
really, really hope so. If we get caught...

A CHESS SET is laid out on the COFFEE TABLE nearby. The game is almost
finished as several pieces have already been removed.

Nestled in the CARPET is a BLACK QUEEN with a RED BISHOP and a RED
ROOK.

FADE OUT.

THE END