

"THE LAST PUZZLE"

Written By

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FADE IN:

INT. HOUSE - DAY

We see three individuals in their own homes opening emails that say they've won a competition. A news story plays over the images.

NEWSCASTER

It's an exciting day for four college students in America as the day they've been waiting for has finally arrived. These four contest winners are getting a chance of a lifetime--an early viewing of the August Fontaine house museum, and a chance to explore areas that will be off-limits to museum-goers in the future. These individuals have come from totally opposite ends of the country

INT. PLANE, CAR, BUS - DAY

We see a shot of EMILY FOSTER sitting on a plane, then MATTHEW GREEN driving across the country in a small car, then BETHANY HILL being jostled around on a city bus.

NEWSCASTER (CONT'D)

in order to see the house of the famous puzzler. Before his untimely death in 1970, Fontaine was world-renowned for creating the most challenging and mind-boggling puzzles known to exist.

EXT. FONTAINE HOUSE - DAY

Now we see the NEWSCASTER talking in front of the house, with Emily, Matthew, and Bethany beside her. The fourth person is missing.

NEWSCASTER (CONT'D)

Now these four individuals are here at the house today, about to be the first people to see the museum, and even solve some

puzzles of their own. How are we feeling today guys?

The news camera focuses on Emily, who is holding a book with Fontaine's name on it.

EMILY

(excited)

Oh, I'm very excited! I've read everything about August Fontaine and I can't believe I get to actually see the place where he lived! It's the closest I'll ever come to actually meeting him!

The news camera then slides over to Matthew.

MATTHEW

Yes, well, I won the contest, so obviously I'm excited. Otherwise I wouldn't be here.

The news camera slides over to Bethany, who is just standing there, staring around, looking slightly bored.

BETHANY

(bored)

Hm? Oh yeah, this is pretty cool. Honestly, I entered the contest on a whim so I'm just kinda ready for this to be over. You said two hours, right?

The news camera pans over to the spot next to Bethany, but no one is standing there.

NEWSCASTER

Looks like we're missing our fourth contest winner. Hopefully he gets here soon, otherwise--

Suddenly, a CAR DOOR SLAM is heard off-screen, and GABE comes running up to the house. Emily looks over, and when she sees him, her eyes widen.

GABE

(out of breath)

Sorry I'm late! Slept past my alarm.

NEWSCASTER

Actually, you're right on time!
Your name is Gabe, right? Tell us
how you're feeling right now,
about to enter the house of the
famous August Fontaine.

GABE

Ah yes, well, the feeling can't be
described. Fontaine has inspired
me since my childhood, and I'm
excited to see the place where it
all started.

The news camera looks back to the newscaster.

NEWSCASTER

Yes, very exciting, indeed. Well
folks, as you can see these four
students have a very exciting day
ahead of them. Be sure to stay
tuned tomorrow, when the museum
will officially open to the
public! That's all for now, I'm
Hailey Johnson, back to you Rick.

The camera man turns off the camera, and HAILEY walks away
with him, back to the news van.

Emily turns over to face Gabe.

EMILY

What are you doing here?!

GABE

Me? What are you doing here?

Bethany wanders over.

BETHANY

Sooo...I'm guessing you two know
each other.

GABE

Yeah, she's my girlfriend.

EMILY

Ex-girlfriend.

GABE

Same difference.

Emily narrows her eyes at Gabe.

EMILY

(to Bethany)

And how did you get here anyway?
We had to write an essay for this
contest. How did you get chosen if
you "entered on a whim?"

Bethany shrugs.

BETHANY

(aloof)

I dunno. I solved a few jigsaw
puzzles as a kid so I thought it
would be kinda cool or whatever.

Emily clenches her fists and opens her mouth to say
something, but is interrupted by an announcement from the
TOUR GUIDE.

TOUR GUIDE

Hey guys! Welcome to the Fontaine
House Museum! My name is Kate, and
I'm so excited to show you all
around today! We're going to be
getting started here soon, but
does anyone have any questions
before we begin?

Matthew raises his hand.

KATE

(reading Matthew's name tag)

Yes...Matthew?

MATTHEW

You can just call me Matt. I was
just wondering when the *actual*
tour is going to start? We've been
hearing it's

(sarcastically)

"about to start" for "about an
hour" now.

Emily snorts. Matthew turns his head towards her. Emily
hides her laugh with a cough. Matthew smirks.

Kate clears her throat.

KATE

Well, um...

Kate looks behind her towards the house. An EMPLOYEE stands by the rope. Kate gives the employee an inquisitive look. The employee looks around, shrugs, and drops the rope.

KATE (CONT'D)

...looks like the tour can start now! If you'll follow me, please.

BETHANY

(annoyed)

Finally.

MATTHEW

Let's see if this tour was worth winning after all.

EMILY

Seriously, *how* did you guys win this contest!? This is a once-in-a-lifetime opportunity! You guys don't even look half-way excited.

Gabe shoves past Emily.

GABE

Well, we're not all "Fontaine-freaks" like you. There are much better Puzzlers out there, quite frankly.

Emily raises her eyebrows at Gabe.

EMILY

(teasing)

Oh really? So I take it that poster of Fontaine isn't hanging in your dorm anymore?

Gabe's eyes widen, then he glares at Emily.

GABE

I have no idea what you're talking about.

Kate, Emily, Matthew, Bethany, and Gabe all walk through the doorway into the house.

INT. LIVING ROOM - DAY

It's a very large room, with a fireplace on the back wall. All the walls are blocked off by red velvet ropes. The items behind the ropes have plaques or podiums with information about the significance of each item.

Emily runs her hands over the red velvet ropes as she walks the perimeter of the room.

Kate, the tour guide, walks into the center of the room.

KATE

All right, welcome y'all! We're going to start our tour with the living room--

BETHANY

(unenthused, sarcastic)

Boooo.

Kate pauses.

KATE

Sorry?

Bethany is absent-mindedly fiddling with her hair.

BETHANY

I thought we were gonna be, like, solving puzzles or whatever. Not looking at some old dead guy's living room.

Emily suddenly stops walking after Bethany says this. She stomps over and confronts her.

EMILY

Some old dead guy? *Some old dead guy?!*

Bethany looks up from her hair at Emily and rolls her eyes.

BETHANY

Am I wrong?

Emily is about to respond but Matthew cuts in.

MATTHEW

(blunt, sarcastic)

Well, yes. You are.

Bethany narrows her eyes at Matthew.

KATE

Y'know Bethany, if it's real puzzles you want, we can start with the basement tour! I was gonna save it for last, but we could always do it first!

BETHANY

Sure. Yeah. Beats whatever this is anyway.

Bethany waves her hands around, gesturing to the entire room.

KATE

All right then! Follow me, everybody.

INT. LONG, DARK CREEPY HALLWAY - DAY

Kate leads everyone down a long, dark hallway. At the end of the hallway is a door. Next to the door is a podium with a wooden box on top of it.

Kate opens the door and reveals a dark, stone stairway heading to the basement.

INT. DARK, STONE STAIRWAY - DAY

Emily, Matthew, Gabe, and Bethany start walking down the stairs. Bethany is texting on her phone. Kate, still standing at the doorway to the stairs, suddenly stops everyone.

KATE

Oh, wait guys! Before we get on with the real tour I'm gonna need y'all to put your cell phones in this box.

Kate picks up the wooden box off the podium next to the door.

KATE (CONT'D)

We can't have any photos or information leaked before the museum officially opens in a week.

Bethany looks up in disgust.

BETHANY
Seriously?

The others begrudgingly walk up the stairs to the box and drop their phones in. Gabe walks all the way down to the basement, but Emily and Matthew wait on the stairs for Bethany. Bethany holds on to her phone.

BETHANY
(indignant)
Forget it. I'm not putting it in.

KATE
I'm afraid you won't be able to continue the tour with us if you don't comply.

BETHANY
Seriously? I get to go home? Peace out, guys.

Bethany is heading up the rest of the stairs to leave, when suddenly Gabe calls out from the bottom of the stairs.

GABE
Hey, what's this do?

Reveal Gabe is standing next to a lever. He starts to pull the lever.

KATE
(distressed)
Wait, no don't--!

It's too late. Gabe finishes pulling the lever. Suddenly, a large stone wall comes down from the doorway to the stairwell, sealing them in and separating them from Kate.

Emily screams, backing up down a few stairs.

For a few seconds, no one says anything.

MATTHEW
Ok does anyone else see that?

He points to the stone wall now blocking the exit.

Bethany pounds on the wall.

BETHANY

Helloooo? Let me out, please! I
was just about to leave, I
promise!

Suddenly, they hear a RUMBLING beneath their feet. Emily
looks down and sees the stairs shaking beneath her feet.

EMILY

Uh...guys??

Everyone looks down at the stairs. Suddenly, the stairs
change into a long stone slide, and sends everyone tumbling
down to the basement floor.

CUT TO:

INT. STONE BASEMENT - DAY?

It is a circular room that looks like an old office from
the 1950's. There is one corner with a bookshelf in it, but
it has more boxes than books.

Emily, Matthew, and Bethany are sprawled out on the stone
floor.

Emily sits up, rubbing her neck.

EMILY

(shaky)

Ummm...what just happened?

Bethany, unconcerned, is sitting on the floor on her phone,
trying to see if it will work still.

BETHANY

(aloof)

I dunno, ask him.

Bethany, without looking, points over to Gabe, who is
standing over them, hand still on the lever, eyes wide. He
notices everyone looking at him. He looks at his hand on
the lever, then takes it off quickly, and slowly backs
away.

Emily, with a sudden burst of energy, stands up and marches
over to Gabe. Gabe, afraid, backs away from her.

EMILY

Ok seriously how hard is it to *not*
ruin literally everything all the
time?!

GABE
(defensive)
I didn't do anything! I barely
even touched it!

Emily clenches her fists, but then Bethany interrupts her.

BETHANY
(uninterested, still on her phone)
Hey guys, Matthew's dying by the
way.

Emily looks over to Matthew, who is curled up on the
ground, clutching his ankle.

EMILY
Oh gosh Matthew are you ok?

Matthew looks up at her and smiles fakely.

MATTHEW
(very sarcastic, wincing)
Oh yeah, I'm just laying on the
ground in agony for fun, that's
all!

Emily rolls her eyes, smiling.

EMILY
Let me see your ankle.

MATTHEW
Why? Are you a doctor?

EMILY
Well...no.

Gabe snorts.

GABE
Then what were you trying to look
at his ankle for?

EMILY
(defensive)
I don't know! I was just gonna
look at it I guess.

MATTHEW
I have been told I have nice
ankles.

Bethany looks away from her phone and takes a glance at Matthew.

BETHANY
Yeah well not anymore. That's
definitely broken.

Emily looks up in disbelief.

EMILY
And how exactly did you know that?
You barely even looked!

Bethany shrugs.

BETHANY
I dunno. It just is.

Emily is about to say something, but Bethany interrupts her again.

BETHANY
Hey, what's that?

She points over to a CASSETTE TAPE PLAYER on a table near the wall.

EMILY
(annoyed)
Well how would I know? You're the
one who apparently knows
everything.

Bethany walks over to the cassette player and inspects it.

BETHANY
Hey guys, who thinks I should push
play?

Everyone starts yelling at her to not do it, but Bethany shrugs and pushes it anyway.

BETHANY
(dry)
Oops.

Suddenly, a VOICE starts speaking through the radio. Everyone goes silent and listens. It is AUGUST FONTAINE. The voice sounds crackly, because it's an old recording.

FONTAINE

(crackly)

Welcome, welcome, all.
 Congratulations on finding my
 secret lever.

Matthew, Emily, and Bethany all look over at Gabe, who
 shrinks down a little.

FONTAINE (CONT'D)

As you probably know, you have
 just initiated 'The Game.' The
 three of you must venture through
 the three rooms in this
 underground labyrinth and solve
 each puzzle to escape. But you
 must hurry! You only have one
 hour, thirteen minutes and six
 seconds before your time runs out!
 Best of luck! Your time starts
 now.

For a minute, no one says anything.

EMILY

Ooook well that recording looks
 like it's a million years old.
 Surely we don't actually have to--

Just then, a TIMER attached to a rope drops down from the
 ceiling. It starts counting down from one hour, thirteen
 minutes and six seconds.

EMILY (CONT'D)

(finishing hesitantly)

--solve..the...puzzle..ok
 nevermind.

GABE

Wait, so we actually have to do
 this? What happens if the time
 runs out?

EMILY

Of course we don't actually have
 to do this. Bethany, call the
 police.

Bethany snorts.

BETHANY

Yeah...no can do. No service down here. Also, my phone's broken.

MATTHEW

Well, this just keeps getting better and better!

Emily sighs and looks around. The room that they are in is filled with trinkets and other random items.

EMILY

Maybe we just wait for someone to find us.

MATTHEW

The tour isn't scheduled to end for another two hours. Our time will be up by the time they find us. Also, if you haven't noticed, we're trapped down here.

They all go silent for a few seconds. Emily looks around again at everything. She pulls out her Fontaine book and flips through the pages.

EMILY

Maybe I can find something about what's happening in here.

Emily gets to a chapter that's called "Escape Rooms." She's about to say something when Bethany says something first.

BETHANY

Hey this kinda looks like an escape room.

EMILY

Seriously? I was just about to say that! Also, how did you know?

Bethany holds up a sign that says "Escape Room."

BETHANY

I found it just sitting on this table over here.

Emily shuts her Fontaine book loudly.

EMILY

Ok well I still say we wait here for someone to find us.

BETHANY

Or...we could solve the puzzles and get out. Can't be that hard.

EMILY

Can't be that hard? Can't be that *hard?! We're in an escape room created by August Fontaine!* We'll never be able to solve anything.

(beat)

Plus, Matthew has a broken ankle. He can't even walk.

Everyone looks over at Matthew, who waves.

MATTHEW

`Sup.

GABE

Well, I agree with Bethers, here--

BETHANY

(interrupting)

What did you just call me?

GABE

(continuing)

--I don't want to just sit and wait for something bad to happen to us. There's only three rooms we have to go through. If we spend 20 minutes in each room it should work. We're in, we're out, boom.

Emily rolls her eyes.

EMILY

It definitely won't be that easy. But fine. I have my Fontaine book here, so that should help a little bit.

BETHANY

And I can make a splint for Matthew over here.

EMILY

Wait, what? Seriously, how do you know literally everything?

Bethany shrugs.

BETHANY
Doesn't matter.

Bethany grabs a ruler and a roll of duct tape, and walks over to Matthew.

BETHANY
This isn't going to be perfect,
and it's definitely going to hurt.

MATTHEW
(sarcastic)
Fantastic.

Bethany places the ruler on Matthew's leg and wraps the tape around it, creating a makeshift splint.

BETHANY
Ok now you're fine, or whatever.

Matthew tries standing up, and, after a few seconds, he is able to walk with a slight limp.

EMILY
Ok! So, we're in an escape room.

GABE
(sarcastic)
Oh really? I hadn't noticed.

EMILY
(ignoring Gabe)
I wonder what we have to do to get out.

Everyone except Bethany spreads out and starts looking over all the objects in the room. Bethany is just standing in the middle of the room, doing nothing.

EMILY
You know, Bethany, it would be great if you helped out a little.

BETHANY
Hm? Oh yeah, well, we have to find a key, obviously.

EMILY
What? How did you know that!

Bethany points over to a wooden door across the room.
There's a giant keyhole in the door under the knob.

EMILY

Oh.

Gabe brushes past Emily.

GABE

(teasingly)

Someone has some competition for
'Biggest Fontaine Fan of the Year'

Emily shoves Gabe over.

EMILY

Ok guys, chop chop! Let's find
that key and get outta here.

Matthew salutes.

Bethany flips over the sign that says "Escape Room," and
points to it.

BETHANY

(yelling monotonously)

Oh guys! There's writing on the
back of this!

Emily snatches the sign out of Bethany's hands.

EMILY

(reading)

In this game of escape, you must
find one key
You'll be warmer once you hit 90
degrees
Then don't open any, there will be
a plethora
Lest you be a modern day myth like
Pandora
But don't be discouraged, there's
only one of her
Just remember, don't judge a book
by its cover

Everyone is silent for a few seconds.

MATTHEW

(sarcastically)

Well that clears things up!

Emily ignores him, and rereads the clue in her head, mouthing some of the words as she reads.

BETHANY

This is stupid.

GABE

I agree. Plethora and Pandora?
That doesn't even rhyme!

Emily suddenly lifts her head quickly and glares at Gabe.

EMILY

Shh! I'm thinking!

Gabe backs away with his hands in the air in mock surrender.

GABE

(falsetto)

I'm Emily! I'm the best
puzzle-solver in the world! Shh! I
have to read this puzzle over and
over even though it's so *obvious*--

Emily whips around to face Gabe.

EMILY

If it's so obvious what do *you*
think it means?

Gabe coughs uncomfortably and shrugs muttering something incoherent. He leans over next to Matthew.

GABE

Women, am I right?

Matthew rolls his eyes and walks past Gabe.

MATTHEW

You're literally terrible, you
know that?

EMILY

Guys, focus! What does this mean,
(quoting)
"you'll be warmer when you hit 90
degrees?" Like, obviously it'd be
warmer if it was 90 degrees...

MATTHEW

Actually, maybe "warmer" isn't referring to temperature. Have you guys ever played that game where you hide something and someone else has to find it, and when they get closer you tell them--

EMILY

(interrupting)

That they're warmer! Of course! Matt, you're a genius!

Matthew smiles smugly.

GABE

So...we have to go somewhere where it's 90 degrees. But it's literally freezing down here.

EMILY

Hmmm...

Emily looks around the room, and her gaze falls on the one corner with the bookshelf in it. Suddenly, her eyes widen.

EMILY

Oh! 90 degrees! There's only one corner in this room, and corners are 90-degree angles!

Everyone heads over to the bookshelf and starts inspecting it. There are a lot of boxes and books on the shelves. After a few seconds, Emily stands back, exhaling.

BETHANY

(flat)

Well, that was exciting.

EMILY

(quoting)

"Don't open any, there will be a plethora. Lest you be a modern-day myth like Pandora."

BETHANY

Well that's obvious. "Pandora's Box." There's like a million boxes on these shelves.

Gabe picks one up off the shelf.

GABE

One of these has to have the key
in it.

Bethany smacks the box out of Gabe's hand.

BETHANY

You idiot! Pandora's Box is a *bad thing!* The riddle *literally says* "don't open any."

GABE

(sheepish)

Whoops.

Matthew picks the box up off the ground and puts it back on the shelf.

EMILY

(quoting)

"Don't be discouraged, there's only one of her."

MATTHEW

Well, there was almost two of her.

Matthew gestures over to Gabe, who shrugs.

EMILY

Actually, I don't think it's talking about us. I think "her" might refer to one of the books.

MATTHEW

Why?

EMILY

Because. Look at the authors of the books. They're all men. Which means only one of them has to be written by a woman! That's the one we have to find.

Everyone starts pulling books off the shelves and looking at the covers. After a few minutes, there's a pile of books on the floor, and none left on the shelves.

BETHANY

So...you were wrong.

EMILY

I don't get it. It made sense...

Suddenly, Gabe gasps really loudly and dramatically.

BETHANY

Dying, much?

GABE

You forgot the last line of the riddle! "Don't judge a book by its cover." What if it's a book written by a woman with a male pseudonym!

EMILY

Wait, that actually makes sense!
Gabe, you're a--

Gabe raises one eyebrow.

EMILY (CONT'D)

--a, well, whatever.

Emily starts searching through the piles of books. Bethany stands up and grabs one from the top of a pile.

BETHANY

Here it is. "The Abbot's Ghost" by A.M. Barnard. That's Lousia May Alcott.

Emily jumps up and hugs Bethany. Bethany keeps her arms pinned to her sides and goes stiff.

EMILY

Yes! Bethany! I have no idea how you know all this stuff but you're a genius!

BETHANY

Please stop.

Emily lets go of Bethany.

EMILY

Ok, open the book.

Bethany opens the book, which is hollow on the inside. There is a key in the hollowed out book. Bethany picks up the key out of the hollow book and holds it up.

BETHANY

Found it.

MATTHEW

Uhh...guys???

Matthew points to the bookshelf, where one of the boxes is open. There is a recording in the box. A voice recording starts playing from inside the speaker.

FONTAINE

Oops! You've opened Pandora's Box!
Hurry and escape to the next room!
For every second you're still in
this room, 15 seconds will
disappear from the clock until you
get to the next room!

The speaker stops. Everyone looks at each other for a second.

MATTHEW

Go go go go go go!

Everyone runs over to the door. Bethany fumbles with the key while they stand over her waiting.

GABE

(frustrated)

Bethers!

BETHANY

Shut up, I'm trying!

Bethany gets the key in the hole and turns it. The key CLICKS and the door opens. Everyone runs through into the next room and the door SLAMS automatically behind them.

INT. NEW, DARK ROOM - Day

Matthew doubles over onto the ground, clutching his injured ankle.

GABE

You all right, Matt?

Matthew nods. Gabe holds out his arm. Matthew grabs it and Gabe pulls him up.

BETHANY

Soo...who opened the box?

Everyone looks around at each other.

EMILY

Are you saying one of us is sabotaging the group?

Bethany shrugs.

BETHANY

You said it, not me.

EMILY

It does make sense though...First we get trapped in an underground labyrinth, *then* a box gets opened right after we establish that it would be bad. But which one of us is it?

Everyone slowly looks over at Gabe, who is pulling a spider web off of his face. He looks up at everyone surprisedly.

GABE

Why're you all looking at me?

Emily and Matthew exchange a glance.

EMILY

It could just be a coincidence. Maybe someone accidentally bumped into the box or something.

GABE

How can you open a box by bumping into it?

EMILY

(frustrated)

I don't know! But I really don't want to believe one of us is a saboteur. Let's stick together. Everyone keep an eye out for each other. How much time did we lose, by the way?

Emily looks around the room for the first time.

EMILY (CONT'D)

Wait, where even are we?

Suddenly, LIGHTS come on, illuminating a floor of tiles with different numbers on each tile.

INT. ROOM WITH TILES ON THE GROUND - DAY

BETHANY

Seriously? A trap floor? Lame.

A timer drops down from the ceiling on a rope again. The time reads 45 minutes and 39 seconds.

BETHANY

Hey guys, there's another cassette player over here.

Bethany is standing by the door, where there is a table with another cassette player. She pushes play. Fontaine's voice starts to come out of the speaker, CRACKLING.

FONTAINE

(crackly)

Congratulations! You have made it to the second room! Hopefully you didn't lose too much time by opening any of Pandora's Boxes.

Everyone looks accusingly over at Gabe, who throws his hands up in defense.

GABE

It wasn't me!

FONTAINE (CONT'D)

There's only one room left. But, to get to it, you must collect the next key. You must also get across my trap floor. Watch your step! Even though half are safe, odds are you won't make it across...

The recording comes to a stop and starts WHIRRING. Bethany presses the stop button.

EMILY

Ok. All we have to do is figure out what the symbols mean, and then we can solve the puzzle.

Everyone takes a closer look at the tiles.

There is a grid of 25 tiles going across the floor. Each tile has a different number from 1-25, but they are not in any particular order. On the other side of the tiles is a

plain stone floor. There are three doors across the room as well, with a key hanging on a hook next to them.

GABE

I'm just gonna try one...

Gabe moves to step on a tile. Bethany runs over and knocks him down out of the way. Gabe falls into Matthew, knocking both of them down to the ground. Bethany, out of balance from knocking Gabe over, wobbles near the edge of the tiles. Emily runs over and grabs her arm, pulling her back.

Gabe winces, standing back up. Matthew stays on the ground, clutching his ankle.

GABE

(to Bethany)

Geez, what was that for?!

Emily helps Bethany regain her balance.

EMILY

Gabe, you idiot! You realize this is not helping your case.

GABE

What, you don't seriously think I'm trying to sabotage us. I'm not that smart!

BETHANY

Yeah, you're right, you are pretty stupid.

Matthew is laying on the ground still.

MATTHEW

Guys? Something's not right.

Matthew points to his splint, which is broken in two under the tape.

BETHANY

Oops. Yeahhhhh that wasn't my best splint-work anyway.

Bethany looks around the room.

BETHANY

Andddd...there's no supplies here to make a new one. Soo...

Bethany pulls Matthew up and puts his arm around her shoulder.

BETHANY (CONT'D)

I guess I'll have to assist you.

Matthew is now standing with the help of Bethany, his arm slung around her shoulder.

GABE

Wait, why are you carrying him?
I'm stronger.

BETHANY

Yeah, I don't trust you one bit.
Plus it was kinda my fault, since
I pushed you on top of him. And
Emily's too weak so she's no help.

Emily shrugs.

EMILY

Normally I would protest but I
really don't care. We need to find
a way across this room.

MATTHEW

Also, important point, she's not
carrying me.

Bethany smirks.

BETHANY

Oh yeah? I guess you wouldn't mind
if I just let go then...

Bethany starts to push Matthew away. He stumbles for a little bit. Bethany grabs him and supports him again.

BETHANY

Yeah, that's what I thought.

Emily is ignoring everyone else and looking at the tiles.

EMILY

I don't get it. There's no
pattern. None of these numbers
repeat.

BETHANY

Let me see.

She and Matthew hobble over to the edge.

BETHANY

Well...actually this one is kinda obvious. Remember the recording? "Even though half are safe, odds are you won't make it across?"

EMILY

Yeah. What does it mean?

BETHANY

Well, the words "even" and "odd" should have tipped you off. "Odds are you won't make it across" means that the odd numbers aren't safe. Half are safe, which makes sense because from 1-25 there are 12 even numbers and 13 odd numbers. And the word "even" is in the part of the sentence talking about safety, so it's pretty safe to bet that we just have to walk across the even numbers.

Emily stares at Bethany.

BETHANY

(annoyed)

What? It's pretty intuitive really.

EMILY

Ok...it sounds a little bit like a stretch to me, but it's the best guess we have. Plus, time is running out.

MATTHEW

So...who's the lucky winner that gets to test it out?

BETHANY

I vote Gabe.

EMILY

I second that motion.

MATTHEW

(to Gabe)

Looks like it's unanimous buddy.

GABE

Ugh. Fine.
(to Bethany)
But if I die, it's your fault.

Gabe points to Bethany.

BETHANY

I can live with that.

Gabe tentatively steps out onto a tile that says "14." He stands on it for a few seconds. Nothing happens. He steps onto another tile that says "6." He's still safe.

GABE

Hey, Bethers was right! The even numbers are safe!

BETHANY

Told ya.

Bethany and Matthew step on the "14" tile together. Then Gabe moves to the next tile, and they replace the tile Gabe was on. Then Emily goes onto the tile Bethany and Matthew were on. They follow this pattern until they reach the other side of the room.

EMILY

We made it! And look! There's the next key!

Emily points to the key hanging on the wall in front of one of the doors. Bethany grabs it and puts it in her back pocket with the other key.

EMILY

Ok, let's go.

Bethany and Matthew open one of the doors, and try to walk through together, but the door slams in their faces.

MATTHEW

Uhhh...that doesn't seem promising.

They try again, and the door slams in their faces again. Bethany keeps trying but every time the door slams in their faces.

MATTHEW

Anyone else getting the idea that this isn't working?

Suddenly, FONTAINE'S VOICE comes through an overhead speaker.

FONTAINE

Oops! Only one person per door!

The voice stops.

EMILY

Only one person per door? But we have a group of four! Surely larger groups have come through before...

MATTHEW

Actually, it seems like maybe this game was only designed for 3 people in the first place. Three rooms, three keys...which means--

EMILY

--someone in this group wasn't supposed to be here in the first place!

Everyone looks around at each other.

EMILY

I hate to say this but it's got to be either Bethany or Gabe.

BETHANY AND GABE

(simultaneously, offended)
What!?

EMILY

Bethany, you didn't even want to be here in the first place, and Gabe, you've been acting really suspicious the entire time. Plus you showed up late.

Bethany shrugs.

BETHANY

You make a good point.

Emily wipes some sweat off her brow.

EMILY

(panting)

Does it seem hot in here to anyone else?

GABE

(also panting a little)

Actually...yeah. And I feel strangely out of breath.

Bethany and Matthew nod in agreement. Bethany gasps.

BETHANY

Uh oh.

EMILY

What? What's wrong?

BETHANY

I think we're running out of oxygen.

EMILY

What!? Surely Fontaine wouldn't try to *kill* anyone with one of his puzzles!

MATTHEW

(pensively)

I don't think so either...There must be a reason no one's heard of his underground labyrinth before. Maybe he meant to make it into a game for everyone, but then couldn't find a way to completely seal everything off and have enough oxygen down here. So he never said anything about it. But now we're here and we have...

Matthew looks at the clock.

MATTHEW (CONT'D)

Thirty minutes left. But probably less than that now, because of the oxygen.

EMILY

What?!

MATTHEW

Ok it's time to stop wasting time. Whoever's been sabotaging needs to stop because we're all gonna die

if we don't get out of here. But only three of us get out, so someone needs to sacrifice themselves.

Everyone goes silent. No one wants to make eye contact. After a few seconds, Matthew speaks again.

MATTHEW

I'm injured, and I've been holding everyone back. I'll be the one to stay behind.

EMILY

What? No! There has to be another--

Gabe interrupts Emily.

GABE

I'll stay behind. I'm the one who got us into this mess. And...you all believe I'm the saboteur anyway. And if you guys get out fast enough, you can come back and rescue me.

BETHANY

Ok so we have two offers for a sacrifice. I really don't care what happens so Emily, you decide.

EMILY

What? No...I can't...

MATTHEW

Emily, it's fine. Leave me behind. Like Gabe said, you guys can come back for me once you get out.

EMILY

No, Matthew, none of this is your fault. But...

Suddenly, Bethany opens the door and pushes Matthew through. The door slams and locks behind him. Emily stares wide-eyed at Bethany.

EMILY

Why did you do that!?

Bethany shrugs.

BETHANY

You couldn't decide, so I did.
We're running out of time, not to
mention oxygen. Someone had to do
something.

EMILY

But...you...I...he...

GABE

You guys go ahead. I'll be fine
here.

Emily looks around helplessly before sighing.

EMILY

We *will* be back for you, Gabe.

GABE

I know you will.

Emily and Bethany exchange a look, and they both go through
the other two doors, leaving Gabe alone.

INT. ROOM WITH THREE TUNNELS - DAY

Emily and Bethany walk in to see Matthew, standing
perfectly fine, punching the door in anger.

EMILY

Matt! What--your leg--what---

Matthew starts laughing maniacally, then he yells.

MATTHEW

You two are so stupid! Why didn't
you just sacrifice me!?

BETHANY

Woah, chill bro.

EMILY

Seriously, what's going on?

MATTHEW

Ugh, since we're all about to die,
I might as well explain myself.
Obviously, as you might know by
now, I was the saboteur. And that
tile-trap room had a secret exit

in it that one person could take, and I was perfectly set up! A fake injury, pretending I was holding you back...I was the logical choice for a sacrifice! *Why didn't you sacrifice me?!*

EMILY

Wait, there's a secret exit in the tile room? How did you know about that?

Matthew rolls his eyes and sighs dramatically.

MATTHEW

I'm August Fontaine's secret great-grandson. He passed down his book of secrets to his son, who passed it down to his son, who passed it down to me. It has all of his secret codes in it. That's how I know about the door. It's the same as the other doors, only one person can go through it. And I was going to get to be the one! But thanks to you, that *idiot Gabe* gets to go through. Seriously though, I got lucky with him. He was being so stupid that you guys never suspected me!

EMILY

So...

MATTHEW

I was the one who opened the box! I was the one who faked the injury! I *had* to, once I realized Gabe had started The Game and we were all gonna die. I *had* to be the one to be "sacrificed." And you two ruined it!

Emily and Bethany look at each other.

BETHANY

Yeah...this is all your fault Emily.

EMILY

(flabbergasted)

What?! You were the one who pushed *him* through the door!

BETHANY

Yeah, but you were going to do the same thing.

(teasingly)

You were in *love* with him after all. And, you barely helped solve all the puzzles.

EMILY

Are you kidding me?! We wouldn't have made it this far if it hadn't been for me!

BETHANY

No, if it hadn't been for *me*. You just can't accept that someone who hasn't read everything in the world could be smarter than you. If it hadn't been for me, we wouldn't have made it across the tile floor.

MATTHEW

Ladies, ladies, it doesn't matter. We're all gonna die down here anyway. Oxygen's running low, and we only have 25 minutes left on the clock.

Emily and Bethany glance over at the clock. Sure enough, there's 25 minutes left.

EMILY

Ok, temporary truce?

Emily holds her hand out to Bethany, who stares at it for a moment and then reluctantly shakes it.

BETHANY

Fine. Truce.

Emily walks over to the entrances to the three tunnels. Inscribed into the wall is one sentence: "ONLY TWO MAKE IT OUT - CHOOSE WISELY."

EMILY

Choose wisely? How is that supposed to help?

Bethany walks in front of all the tunnels, peering into them.

BETHANY

I think we just have to make a choice.

EMILY

What?! But one of them is wrong!

BETHANY

Eh. My instincts have been right so far. I choose...that one.

Bethany points to the center tunnel.

MATTHEW

I trust her.

EMILY

What?! You can't just *choose--*

BETHANY

See ya!

Bethany runs into the center tunnel, Matthew following behind her. Emily steps towards them, but then steps backwards, indecisive. Just then, the entrance to the center tunnel is sealed off by a wall of stone.

Emily runs to the sealed-off entrance and bangs on the wall.

EMILY

Wait, no! I want to come with you!

Suddenly, SCREAMING is heard from the other side. Emily steps back from the wall, slowly.

EMILY

Ok...I'm all alone. Ugh, Bethany was right. I can't do this by myself.

Emily paces between the two tunnels, muttering to herself. Montage of Emily trying to make a decision, almost making a decision, and then backing out. The time on the clock is 10 minutes.

EMILY

(panting)

I...just...have to choose...one...

Closing her eyes, Emily spins in a circle with one arm out, pointing. When she stops, she is pointing to the tunnel on the right.

EMILY

Ok...here we go...

CUT TO:

INT. TUNNEL - DAY

Bethany and Matthew wander through the tunnel for a few steps, and notice there's a dead end.

BETHANY

Guess we chose wron--wait, look.

Bethany points to a trapdoor in the ground. Matthew opens it, hesitantly. Inside is a long slide that they can't see the bottom of.

BETHANY

Well, if we're gonna die anyway...

Bethany jumps down the hole. Matthew, shrugging, follows after her. They both scream as they fall.

INT. SLIDE - DAY

Bethany and Matthew zip quickly down the slide, which turns sideways and shoots them out into a new room.

CUT TO:

INT. HOLE - DAY

Matthew and Bethany are sprawled out on the ground in a new room. They are in a hole, with very high walls around them. Some rocks are sticking out of the hole, like a climbing wall.

Suddenly, Emily's face appears over the top of the hole.

BETHANY

Emily! You made it!

EMILY

I guess so...What happened to you two?

MATTHEW

We got stuck in a hole.

EMILY

I can see that...hold on.

Emily disappears from the top of the hole. Then, a rope drops down. Emily leans over the hole again.

EMILY

Here, use this to climb.

Bethany and Matthew grab onto the rope and pull themselves up. They are now standing in a room with one door.

EMILY

Ok so there's the door...but we still don't have the last key.

Bethany peers down the hole and groans.

BETHANY

I see it. It's down there.

EMILY

You were just down there! How did you not see it!

MATTHEW

We were more focused on getting out, thank you very much.

EMILY

Ugh. I'll go get it.

BETHANY

I'll come with you.

Emily and Bethany rappel down the wall with the rope to the ground.

EMILY

Ok, I'll grab it.

Emily and Bethany walk over to the key, which is just laying on the ground. Emily picks it up, and throws it up to Matthew, who catches it.

MATTHEW

Nice throw. See ya!

Matthew disappears from view over the edge, and pulls the rope up after him.

EMILY

Wait, what!? Matt! Matt!!

Matthew reappears again.

MATTHEW

Sorry, but there's only 5 minutes left, and I don't wanna get stuck down here forever. So...peace out.

Matthew disappears over the edge again. Emily and Bethany stare at each other.

EMILY

This is all your fault!

Emily points her finger at Bethany.

BETHANY

My fault? You were the one who trusted Matt! Don't you remember, you blamed *me* and *Gabe* the entire time!

EMILY

Well what did you expect! You somehow knew how to do *everything* and you kept making fun of the puzzles the whole time! And Gabe was the one who got us trapped down here in the first place!

Bethany starts pacing around the perimeter of the hole. Emily puts her hands on her hips and turns away from Bethany. She looks at the time. There's 3 minutes left.

EMILY

Look. You...*may* have been right about me earlier. I was...jealous because I've read *everything* about Fontaine, and you know *nothing* about him, and yet somehow you always knew the answer.

Bethany sighs.

BETHANY

I probably could have been less annoying. Truth is...I actually do

like puzzles. I spent most of my childhood reading mysteries and solving riddles. I won a lot of contests too.

EMILY

Oh. Well...that makes sense...I guess...

BETHANY

I entered this contest because I knew I was going to be stuck with a bunch of know-it-alls that I could make fun of.

EMILY

That makes more sense.

Bethany looks at the ground.

BETHANY

Except...I ended up dragging us down in the end. You were right--I shouldn't have pushed Matt through the door.

Emily shrugs.

EMILY

You were right too. I've read a lot of books on puzzles, but I'm terrible at making decisions or solving them. We definitely wouldn't have made it this far without you.

Bethany gives a small rueful smile.

BETHANY

I know. I was the one who told you that in the beginning.

Emily rolls her eyes, but she is smiling. Bethany looks up at the clock. There's 2 minutes left.

BETHANY

Welp. Guess we have to climb up without a rope.

EMILY

How!? We have less than two minutes!

BETHANY

Just climb!

Bethany and Emily climb the wall together, helping each other along as they get higher. Finally, they reach the top. A timer on the wall says they have 30 seconds left.

EMILY

Wait! We don't have the key! How--

Bethany pulls the other two keys out of her pocket, smiling.

BETHANY

Three keys. Three doors. One key for each person.

EMILY

Right! Come on, hurry.

Bethany throws Emily a key, and she catches it. They walk over to the doors together. One, the one Matthew went through, is sealed off. Emily puts her key in the keyhole, and turns it. Bethany does the same. The doors unlock.

EXT. FRONT YARD - DAY

Squinting, Bethany and Emily step outside into the light. They have come up from a door on the side of Fontaine's house that leads to the basement. The door opens to Fontaine's front yard, where Gabe and Matthew are standing. Matthew is being put in handcuffs by the police.

Emily and Bethany both take huge gasps of air as they collapse into the grass outside. There are news reporters and other museum officials everywhere, surrounding them.

Gabe walks over to Emily and Bethany and helps them stand up again. He hands Emily her Fontaine book.

GABE

You left this in the tile room.
Glad you guys make it out okay.

EMILY

Gabe! How did you get out?

Gabe smiles.

GABE

Actually, it was all thanks to Matthew. I heard him yelling from the other room about the secret exit. I also heard about his whole plan. So...I found the secret exit. Then, I called the police.

Bethany gives Gabe a high five.

BETHANY

Nice bro. Hopefully he gets what he deserves, after he made me carry him everywhere for a fake injury.

Matthew is being shoved into the back of a police car, but he yells out to the group before he gets inside.

MATTHEW

You'll never learn all of Fontaine's secrets! Never!

The police shove him into the back and close the door.

BETHANY

Geez, what's his deal? Who cares if we find out the secrets of an old dead guy?

EMILY

Yeah, maybe if we had actually known about "The Game," Gabe wouldn't have accidentally pulled the lever.

Emily looks over at Gabe, who shrugs.

GABE

I'm a simple man. I see a lever, I pull it.

Emily rolls her eyes.

Just then, a REPORTER and a MAN with a camera come up to Emily, Bethany, and Gabe. The reporter starts asking them questions.

REPORTER

What exactly happened in the house of Fontaine? Well, we just might solve that puzzle too. Here are three of the students who just

came out of the basement. So tell us, what happened?

Emily, Bethany, and Gabe all exchange glances.

EMILY

Well, I guess you could say that we got to solve Fontaine's last puzzle.

Just then, the tour guide, Kate, comes running up to them, shoving the reporter and cameraman out of the way.

KATE

Oh! Thank goodness you guys are okay! I should have mentioned that lever before you all got downstairs. Oh! Here are your phones back.

Kate holds out the box that Emily and Gabe put their phones in. They grab them and put them in their back pockets. Bethany holds out her broken phone to Kate.

BETHANY

Hey, that stupid house broke my phone. Can you guys replace that?

Kate looks at Bethany apologetically.

KATE

I'm sorry, but The Fontaine House Museum is not liable for any injuries or broken or stolen property. It was in the form that you guys signed.

BETHANY

Seriously?! We almost died down there!

Kate shrugs.

KATE

Would you like to finish the tour, free of charge?

Bethany looks like she is about to fight Kate.

BETHANY

Free of charge? *Free of charge?!*
It was "free of charge" in the
first place!

Emily puts her hand on Bethany's shoulder, holding her back
and calming her down.

EMILY

I think what she means to say is
that we've had enough Fontaine for
one day.

Emily drops her Fontaine book on the ground.

GABE

What are you doing? That's like
your favorite book!

Emily shrugs.

EMILY

I learned more about Fontaine
today than I ever could from that
book.

GABE

True, we probably know a little
too much now.

Kate looks between the three of them.

KATE

Ok, well, if you're not going to
finish the tour, I need to get
back to work setting up the
museum. We need to block off that
basement, after all.

Kate walks off.

GABE

Hey, you guys wanna go out for ice
cream?

Bethany and Emily look at each other and shrug.

EMILY

Sure, why not?

Gabe, Emily, and Bethany all walk down the hill from
Fontaine's house together.

FADE OUT:

FADE IN:

"ONE YEAR LATER"

INT. FONTAINE HALLWAY - DAY

Kate is giving a tour to a group of middle school students. They are being rowdy and yelling at each other over Kate. She pauses in front of the door to the basement.

KATE

Here is the entrance to Fontaine's most dangerous puzzle: "The Game." It's blocked off for safety reasons, but it's a labyrinth full of escape rooms and riddles. Now, would everyone please follow me into this next room...

Kate leads the group into a different door attached to a hallway, but a group of three middle schoolers stay in front of the basement door. One of the boys reaches out to turn the doorknob...

FADE OUT:

THE END