

DEATHFISH

by

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Boston Moreland

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SECOND DRAFT

BLACK.

The gentle lapping of waves is audible.

FADE IN:

EXT. SMALL ISLAND ON EUROPA - DAY

EXTREME WIDE: Amidst a foggy ocean lies a small island of sand. It is up against a towering concrete wall that appears to extend endlessly in both directions.

WIDE: The only building on the island- an old brutalist fishing shack. Visible through the open doorway is a rusty industrial meat grinder. To the right of the shack are two imposing doors encrusted within the great wall.

WIDE: A rusty metal pier extending from the island. Past the fog, Jupiter is visible along the skyline. Its reflection ripples in the ocean below.

For a brief moment, an enormous mass of tortured flesh breaches the water, distorting Jupiter's reflection.

Something bright starts coming down from the sky, like a comet. It is getting closer. (Sound bridge: very loud noise from next shot.)

CLOSE: A space pod hurtling through the atmosphere.

The pod crashes violently into the side of the island. Water and sand spray at the camera.

WIDE: The space pod still remains intact. Some time passes as the smoke and dust settle in the air.

MEDIUM: The dark silhouette of a figure emerges from its top porthole. As the figure pulls their gear up out of the pod, the mist dissipates, revealing GRAHAM. He hoists his fishing rod over his shoulder and strides onto the island.

FADE OUT

GAMEPLAY BEGINS HERE