

# "AREA 51"

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## REVISIONS HISTORY:

\*WHITE PRODUCTION DRAFT - 9/19/09\*

\*LOCKED WHITE SHOOTING SCRIPT - 9/24/09\*

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## SCENES

[NOTE TO READER: This is a list of all shots we want to get, but they won't necessarily all make it to the final cut.]

### Legend:

CGI SHOT

### OPENING TEXT

"THE U.S. GOVERNMENT HAS REFUSED TO COMMENT ON THE VALIDITY OF THIS FOOTAGE."

### 1. INT - CHRIS'S GARAGE, SATURDAY - NIGHT 1

Characters: Chris

#### Props / Set Dressing:

UFO Wall decoartions (Area 51 satellite maps, UFO pictures).  
Telescopes.

Furniture (futon, small TV).

Computers & computer parts.

Random electronics, circuit boards.

Chris's Camera's

- \* Chris's POV: Shoots around garage - testing video camera. Appears to be "normal" large room.
- \* Wall moves up, thus revealing it's actually the garage door.

### 2. EXT - CHRIS'S GARAGE, SATURDAY - NIGHT 1

Characters: Chris, Rob, Paul

Vehicles: Paul's SUV

#### Props / Set Dressing:

UFO Wall decoartions (Area 51 satellite maps, UFO pictures).  
Telescopes.

Furniture (futon, small TV).

Computers & computer parts.

Random electronics, circuit boards.

Bottle of prescription pills

- \* Paul & Rob arrive in Paul's SUV.
- \* Boys greet in a "cool" way (fist bumps / shoulder hugs, etc).
- \* Chris asks them if they see anything unusual about him (opportunity for a zinger).
- \* Chris tells them that he's wearing a camera. They look right at the camera, but can't detect it until Chris points at the lens exactly.
- \* Chris takes it off and lets Rob play with it. First shot of Chris.
- \* Paul complains that Chris is being a geek and doesn't want to go out with them.

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- \* Rob brings a bottle of prescription pills. He tells Chris it wasn't easy to get them without a prescription.
- \* The guys load up the SUV with some of Chris's gear - telescopes, etc.

3. INT - PAUL'S SUV, DRIVING - SATURDAY - NIGHT 1

Characters: Chris, Rob, Paul.

Props: Chris' laptop.

Vehicles: Paul's SUV

- \* Rob films Chris doing stuff on his laptop. Can't see what from this angle.
- \* Paul warns Chris not to ruin their time in Vegas with his UFO shit.
- \* Chris explains that he's training his software to track & identify objects in the sky as either stars, satellites, planes, etc. If it's none of the above, it alerts him and records the event.

4. EXT - MOUNTAIN TOP, PAUL'S SUV - SATURDAY - NIGHT 1

Characters: Chris, Rob, Paul.

Props: Chris' laptop  
Lawn chair  
Telescope  
Car battery  
Cables  
Chris's Camera  
Chris's Cell Phone

Vehicles: Paul's SUV

- \* Chris's POV. They unload Chris' stuff from Paul's SUV.
- \* Chris sets up his laptop, connect to a motorized telescope.
- \* The telescope is connected to a motor that can control it's movement. It's powered by a car battery.
- \* Rob & Paul head to town to go partying. They continue to harass Chris about being a geek.
- \* Chris remains alone.
- \* Every once in awhile the software on his laptop BEEPS, and Chris attends to it.
- \* Chris gets a text message from his pals telling him he's being seriously lame for choosing to spend Saturday night alone on a mountaintop instead of at a club with his best friends -- and the tons of hot chicks who are there as well.
- \* Chris also tests a signal jamming device; he places a transmitter device on the ground, and from several yards away points the scanner device in that direction and tests something. We're not sure what he's doing, but he seems pleased with the results.
- \* Later... Paul & Rob return to pick him up.

5. EXT - JIM AND NATALIE NELSON'S HOUSE / STRRET - SUNDAY - DAY 2

Characters: Chris, Jim, Natalie.

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Props / Set Dressing:     \*Chris' laptop  
                              \*2nd laptop left at Nelsons  
                              \*Telescope (mounted on Nelson's roof).

Vehicles: Chris's Car

\* Chris drives into the Nelson's drive way (house & neighborhood exterior).  
\* Chris rings door bell.  
\* Natalie opens door. Greets Chris warmly with a hug. Chris enters.

**6. INT - JIM AND NATALIE NELSON'S HOUSE - SUNDAY - DAY 2**

Characters: Chris, Jim, Natalie.

Props:   \*Chris' laptop  
          \*2nd laptop left at Nelsons.

\* Jim greets Chris. Chris asks if he has anything to report? Jim says nothing's happened in the last few weeks as far as he knows.

**7. EXT - JIM AND NATALIE NELSON'S HOUSE, ROOFTOP - SUNDAY - DAY 2**

Characters: Chris

Props / Set Dressing:   \*Motorized Telescope (mounted on Nelson's roof).  
                              \*Ladder  
                              \*Lens cleaning solution & rag

\* Chris uses a ladder to get to the roof of the Nelson's house where he checks up on a previously-installed motorized telescope. He cleans the lens.

**8. INT - JIM AND NATALIE NELSON'S HOUSE - SUNDAY - DAY 2**

Characters: Chris, Jim, Natalie.

Props:   \*Chris' laptop  
          \*2nd laptop left at Nelsons  
          \*Glass of water

\* Back in the house, Chris services a laptop he previously left at the Nelsons that's controlling the telescope. Updating software.  
\* Natalie brings water for Chris. Asks him what he's doing. Chris explains he's updating the software and downloading data that's been accumulated over the last few weeks that tracks to see if any unidentified objects have been hovering above their house.  
\* Natalie says that her dad didn't mention any events recently. Maybe it's over?  
\* Some chitchat about Natalie being back from college.  
\* Natalie inquires about their upcoming Vegas trip. Asks if is he going there to do something UFO-related? Chris is caught a bit off-guard by Natalie's questions and doesn't mention Area 51. He tells her he's planning on meeting Frank Novak, a former Area 51 employee.

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\* As he departs, Natalie asks him to call her and tell her how things went after he meets Novak.

9. INT - CHRIS'S HOME - THURSDAY - DAY 3

Characters: Chris

BG: Chris' Parents

Props: \*Chris's Hidden Cameras

\* Getting ready for the trip to Vegas, Chris tries out his hidden video equipment on his parents. He films them at home going about their business, and is happy that they don't suspect they're being filmed.

10. INT - CHRIS'S GARAGE - THURSDAY, LATER - DAY 3

Characters: Chris, Rob

Props:

UFO Wall decorations (Area 51 satellite maps, UFO pictures).  
Telescopes.

Furniture (futon, small TV).

Computers & computer parts.

Random electronics, circuit boards.

Paul's SUV.

Rob's car.

Freon suits.

Neomycin Pills.

Duffel bag with Chris' stuff.

\* Rob arrives first. He bring with him three weird, homemade-looking camouflage suits and three freon tanks.

\* Chris tells Rob it's time to start taking the Pills. They both do.

\* Rob asks him if he's sure the pills are safe. Chris reassures him (opportunity for juvenile jokes about side-effects of pills).

11. INT / EXT - CHRIS'S GARAGE -- THURSDAY, MOMENTS LATER - DAY 3

Characters: Chris, Rob, Paul

Vehicles: \*Paul's SUV

\*Robs car

Props:

UFO Wall decorations (Area 51 satellite maps, UFO pictures).  
Telescopes.

Furniture (futon, small TV).

Computers & computer parts.

Random electronics, circuit boards

Freon suits.

Neomycin Pills.

Duffel bag with Chris' stuff.

Chris's Small Hidden cameras

Chris's Handycam

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- \* Paul arrives in his SUV.
- \* Chris & Rob load up Paul's SUV with their stuff, and when Paul's not noticing, the camouflage suits.
- \* Chris tells them he's bringing two of his mini-/hidden cameras along so that they can document their wild times in Vegas. He also brings a small Handycam.

12. INT - PAUL'S SUV (DRIVING) - ROAD TO VEGAS - THURSDAY - DAY 3

Shoot Location: I-15, California Desert, Vegas

Characters: Chris, Paul, Rob

Props: \*Chris' laptop.  
\*Duffel bag with Chris' stuff.  
\*Chris's Small Hidden cameras  
\*Chris's Handycam

Vehicles: Paul's SUV

- \* The gang is on the road to Vegas. Paul is driving. Rob in the back is using handheld camera to film.
  - \* Chris in passenger seat is using his laptop.
  - \* Chris is digging info to show Paul.
  - \* Chris brings up a slide show showing UFO drawings throughout history.
  - \* He shows it to Paul, trying to convince him. He makes the point that at those times, a flying object would not have been confused with a plane, helicopter, satellite, etc.
  - \* Paul's not buying it.
  - \* Chris talks about modern day pilots who are not dumb hicks, and have reported seeing UFOs.
  - \* Rob's tries to mediate, but seems open-minded. Paul gets annoyed and tells Chris not to ruin their time with his crap.
  - \* As they approach Vegas, Rob and especially Paul get excited and discuss some of their plans to party.
- [NOTE: We can switch drivers, camera holders during the drive]

[NOTE: Throughout the first act -- including the road-trip to Vegas, and in the prior scenes -- we will sprinkle in information and interesting factoids about UFO sightings and mythology. For example, Chris will mention that there are thousands of reported UFO sightings every year. Ninety-five percent of these reported sightings are ultimately explained away as earthly objects such as planes and weather balloons, but that still leaves five percent unexplained. Later, Chris will talk about how almost all reported alien abductions occur at night and involve paralysis, medical experimentation, and the prompt return of the victim. In rare cases, however, the victim is not returned and ends up missing for good. Such reports are remarkably consistent over time and across cultures.

13. INT - PAUL'S SUV, LAS VEGAS STRIP - THURSDAY - DAY 3

Characters: Chris, Paul, Rob

Props: \*Chris's Small Hidden cameras  
\*Chris's Handycam

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Vehicles: Paul's SUV

\* They drive through the strip filming the various casinos.

14. EXT - PARKING LOT, "THE HOOTERS" HOTEL & CASINO - PAUL'S SUV - DAY 3

Characters: Chris, Paul, Rob

Props: \*Chris' laptop.  
\*Duffel bag with Chris' stuff.  
\*Chris's Small Hidden cameras  
\*Chris's Handycam  
\*Luggage

Vehicles: Paul's SUV

\* They drive into the hotel parking lot.  
\* Chris tells them you're not supposed to shoot video inside the casino so they can't use the handheld. He puts on the wearable camera.  
\* Paul wonders what's the point. Chris tells him it's to document their trip.

15. INT - "THE HOOTERS" - LOBBY - LATE THURSDAY AFTERNOON - DAY 3

Shoot Location: Vegas Hotel Lobby / Casino

Characters: Chris, Paul, Rob

BG: Hooters Check-in Clerk, Hooters Casino patrons

Props / Set Dressing: \*Luggage  
\*Chris's Hidden camera  
\*Slot Machines

\* Walking into the hotel / casino, Chris asks the boys if they can tell he's wearing the camera. They say no.  
\* Walking past the slot machines, into the lobby, checking in.

16. INT - "THE HOOTERS" - ELEVATOR / 20TH FLOOR, THURSDAY AFTERNOON, DAY 3

Characters: Chris, Paul, Rob

BG: 2 Hot Bikini babes

Props: \*Luggage

\*The boys take the elevator up to their room on the 20th Floor, they Pass 2 Bikini babes heading toward the pool, Chris uses the camera to grab some "Choice" close-ups. Welcome to Vegas boys

17. INT - "THE HOOTERS" - HOTEL ROOM - LATE THURSDAY AFTERNOON - DAY 3

Characters: Chris, Paul, Rob

Props: \*Luggage

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[NOTE: All Janet terminal shots from the hotel room will be either from Their Hooters room, and/or from Tropicana. Depending on the view we get from The Hooters room].

- \* If we get to shoot in the Tropicana, Chris immediately checks the view from the window, pleased to see the airport, he zooms in and tries to locate the JANET terminal.
- \* Boys don't even bother unpacking and get ready to hit Vegas!
- \* ... but not before Chris makes Rob put on his wearable camera.

**\*\*\*TIME CUT\*\*\***

**18. INT - "THE HOOTERS" - DIXIE'S BAR - THURSDAY, NIGHT 3**

Shoot Location: Vegas Hotel Bar

Characters: Chris, Paul, Rob

BG: Bar Tender, Hooters Redneck Bar types, Hen's party gals

Props: \*Drinks  
\*Cash

- \* Boys share a drink.

**18A. INT - "THE HOOTERS" - GAMBLING AREA - THURSDAY, NIGHT 3**

Characters: Chris, Paul, Rob

BG: 2 Hooters dealers, 1 Hooters girl, 15 Casino patrons

- \*The boys gamble some cash Vegas style

**19. EXT - THE VEGAS STRIP -- THURSDAY, NIGHT 3**

**\*\*\*MONTAGE\*\*\***

Shoot Location: Vegas Strip

Characters: Chris, Paul, Rob

Props: \*Chris' hidden camera

**\*\*\*NOTE: WE CAN USE A SKELETON CREW HERE WITH JUST OREN & THE ACTORS\*\*\***

- \* Chris & Rob filming with wearable cameras.
- \* Boys enjoy the sights of Vegas.

**20. INT - HARD ROCK HOTEL, BODY ENGLISH NIGHT CLUB LOBBY - NIGHT 3**

Characters: Chris, Paul, Rob

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BG: 2 Bouncers, Night club patrons, 4 Hot Floozies

Props: \*Chris's Camera

- \* Boys approach a night club.
- \* Paul worries that they'll be caught with their cameras - probably not supposed to have them.
- \* Chris tells him not worry.
- \* Boys wait in line, enter club, walk past bouncers.

21. INT - HARD ROCK HOTEL, BODY ENGLISH NIGHT CLUB - THURSDAY, NIGHT 3

Characters: Chris, Paul, Rob

BG: 2 Bouncers, Picture picked Night club patrons, 4 Hot Floozies, 2 Bartenders

Props: \*Chris's Camera  
\*Drink & Cocktail glasses

- \* Inside the loud club, exploring it, walking by other patrons, paying attention to cute girls.
- \* Rob, and especially Paul, hit on random girls, not much luck.
- \* One particularly cute girl catch's Paul's attention. Rob & Chris tease him that she's out of his league. Undeterred, Paul walks right to her.
- \* From afar, Rob & Chris film his attempt. She appears polite, but ends up brushing him off. Undefeated, Paul shrugs and heads back towards the guys.

22. EXT - LAS VEGAS STRIP CLUB - THURSDAY, NIGHT 3

Shoot Location: Vegas Strip Club

Characters: Chris, Paul, Rob

BG: 2 Bouncers, Strip club patrons, Cab driver

Props: \*Chris's Camera

Vehicles: Taxi cab

CGI: Blur faces

- \* Boys approach a strip club.
- \* Paul is seriously worries that they'll be caught with their cameras - this is not a night club, the bouncers won't be kind if they're caught.
- \* Chris tells him once again, not worry.

23. INT - LAS VEGAS STRIP CLUB -- THURSDAY, NIGHT 3

Characters: Chris, Paul, Rob

BG: 2 Bouncers, 2 Strippers, Strip club patrons

Props: \*Chris's Camera

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- \* Boys Enter club, walk past bouncers. No problem.
- \* Once inside, Chris tells Paul "told ya...".
- \* They walk past the stages, filming strippers as they pass by, and settle in a booth.

24. INT - PRIVATE BOOTH, LAS VEGAS STRIP CLUB - THURSDAY, NIGHT 3

Characters: Chris, Paul, Rob

BG: 2 Hero Strippers, Strip club patrons, Bouncer

Props: \*Chris's Hidden Camera

- \* A couple strippers come by and offer lap dances. Chris passes, and get hassled by Rob & Paul for not having any fun.
- \* Rob & Paul get lap dances (Rob has camera on).
- \* Rob, still wearing his camera, gets some choice close-ups during the lap-tance.
- \* ... until the stripper notices something's wrong. She sees or feels the camera. She instantly stops and calls security.
- \* A bouncer comes by to inquire what's going on. The stripper tells on Rob.
- \* The bouncer checks for the camera - a bit roughly. Gets pissed and kicks Rob out.
- \* Paul & Chris watch everything unfold.
- \* Chris films everything from his perspective as well.
- \* A moment later, Chris & Paul exit nonchalantly.
- \* Rob thinks this whole thing is amusing.
- \* Paul uses this incident to tell Chris that his plan is not as well-thought out as he thinks it is. Chris brushes it off. Only because the stripper was this close she noticed, otherwise, they'd be fine.

25. INT - HOTEL ROOM, "THE HOOTERS" - FRIDAY, DAY 4

Characters: Chris, Rob, Paul

Props: \*Chris's Laptop

- \* Chris researches more info about Area 51 on his laptop... he's full of energy and excited for the day ahead.
- \* Rob & Paul are hungover, they decide to lay by the pool.

Optional Plot point:

- \* Chris tells Rob & Paul he's going to visit Frank Novak - a former Area 51 employee. Rob is interested. Paul is skeptical, but agrees to tag along, just to prove that he's a fraud.

26. EXT - POOL DECK - "THE HOOTERS" - FRIDAY, DAY 4

Characters: Paul, Rob, Chris

BG: Mid-West Sun Tanning couple

Props: \*Lounge chairs  
\*Chris's small hidden camera

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- \* Chris tells Rob & Paul he's going to visit Frank Novak - a former Area 51 employee. Rob is interested. Paul is skeptical, but agrees to tag along, just to prove that he's a fraud.
- \* Rob & Paul, still hungover & tired, they're not enjoying the bright Vegas sun pouring in their eyes.
- \* They spot a Mid-west couple soaking up some morning sun by the pool.
- \* We see Rob's POV of the Mid-West couple. Not a pleasant sight. They decide to bail.

27. INT - HOTEL ROOM, "THE HOOTERS" - FRIDAY, DAY 4

\*\*\*OMITTED\*\*\*

28. INT - PAUL'S SUV, DRIVING TO NOVAK'S APARTMENT - FRIDAY - DAY 4

Characters: Chris, Paul, Rob

Props: \*Chris's Hidden Camera

Vehicles: \*Paul's SUV

- \* Driving to Novak's house, the boys argue about him. Especially Chris & Paul.
- \* Paul says he's not buying any of his story.
- \* Chris gives a bit of a background - he was a high-ranking official in Area 51, overseeing much of the operations since the 60s, until he retired 10 years ago.
- \* Novak heard rumors of human/alien experiments, government cooperation in exchange for technology, and was very unhappy about it.
- \* He tried to speak to his superiors, but was also told to not cause any problems.
- \* Chris says he's already been talking to him and he sounds legit.
- \* Rob asks why are they using hidden cameras? Chris says that Novak might feel more comfortable to talk freely if he didn't know he's being filmed.

29. EXT - NOVAK'S APARTMENT - FRIDAY - DAY 4

Characters: Chris, Paul, Rob, Novak

Props: \*Chris's Hidden Camera  
\*Chris' laptop bag with laptop, and Area 51 photos.

Vehicles: \*Paul's SUV

- \* They approach an unimpressive apartment building.
- \* By his apartment door, the boys are greeted by Novak.
- \* Novak and Chris have been in contact for a while, and are glad to finally meet.

30. INT - Novak'S APARTMENT, STUDY - FRIDAY - DAY 4

Characters: Chris, Paul, Rob, Novak

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Props / Set Dressing: \*Chris' laptop bag with laptop, and Area 51 photos.

~~\*UFO schematics~~

~~\*Nuclear & physics formulas~~

\*Lots of books

\*Electronics

~~\*Frank's Apartment is Messy~~

\*Chris's Hidden Camera

- \* Chris asks Novak about his time working in Area 51. Novak describes overseeing much of the administrative aspects of Area 51 operations since the 60s. Mostly nothing but military research.
- \* Novak says that there's a lot of misinformation out there, and remembers him and his coworkers making fun of UFO nuts that went crazy after spotting test-flights of the stealth bomber.
- \* Novak heard many rumors about UFOs during his time working there, but dismissed them. Until the 70s.
- \* Novak explains that some things happened in the late 70s, through the 80s and 90s, that made him curious and nervous. There were lots of rumors and strange happenings on the base.
- \* He implored his bosses to learn what's going on, but never got anywhere.
- \* Chris shifts the conversation to security. Novak explains that he's been shuttled on the Janet flights, and doesn't have too much familiarity with their security. Once you're in the base, it's rather light since they have confidence in the outside security.
- \* Every once in a while, Rob interjects with a follow up, and Paul with a non-believer challenge. In every case, Novak has a good answer ready.
- \* Novak warns that from he knows, they have motion sensors, heat sensing cameras, ammonia sensors, non-stop security patrols, and other measures. It would be impossible to break in.
- \* However, if they do manage to get into the base, his insider guy can help.
- \* Novak would be thrilled if someone could break in and find out if the rumors are true, and if so, expose the government conspiracy and cooperation with aliens. The public has a right to know.
- \* Chris pulls out satellite photos of Area 51 from his laptop bag, as well as his laptop with Google Earth and continues with his questioning.
- \* Novak asks him if he's sure he's willing to take the risks. He says that if they are, this is the last weekend they can go with the plan.
- \* Chris tells him he's 100% committed and that they'll bring video proof that will prove what's going on.
- \* Novak tells Chris he'll give him more info, but he must turn off his camera first. Chris is surprised that Novak knew he's been filmed. Novak doesn't seem too upset, but insists that the cameras are turned off.
- \* CLICK \* cut to black.

31. INT - PAUL'S SUV, JANET TERMINAL - MCCARREN AIRPORT - FRIDAY - DAY 4

Shoot Location: Las Vegas, McCarran Airport

Characters: Chris, Paul, Rob

BG: Area 51 employee with white hair

Vehicles: \*Paul's SUV  
\*Real-Life Janet Air 737 Jet  
\*10 ND Area 51 Employee cars

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Props: \*Chris's Camera  
\*Pair of Binoculars

- \* Back in the SUV, the cameras are on again. They're racing towards McCarren Airport.
- \* They park on the side of the road where they have good vantage point into the airport through the chain-link fence, and wait...
- \* A Janet plane lands.
- \* Chris uses his video camera's zoom feature as binoculars to identify a specific person: an older, distinguished-looking white-haired man.
- \* Passengers stream out and head for their cars.

32. EXT - JANET TERMINAL - (CHEAT) - FRIDAY - DAY 4

Shoot Location: SLC Area Airport

Characters: Chris, Paul, Rob

BG: Area 51 employee with white hair, 15 Area 51 Employees

Vehicles: \*10 ND Area 51 Employee cars  
\*Janet Air 737 Jet - Movie Version  
\*Area 51 Employees Car  
\*Paul's SUV

- \* Passengers stream out and head for their cars.
- \* Chris uses his video camera's zoom feature as binoculars to identify a specific person: an older, distinguished-looking white-haired man.
- \* They follow the man to his car, and once he gets on the road...

33. INT - PAUL'S SUV, DRIVING - VEGAS STREETS - FRIDAY, DAY 4

Characters: Chris, Paul, Rob

BG: Area 51 employee with white hair

Vehicles: \*Area 51 Employees Car  
\*Paul's SUV

Props: \*Chris's Camera  
\*License plates for A-51 Employee car  
\*Chris's Notepad & Pen

- \* They tail the Area 51 employee through the streets of Vegas...
- \* To his home in a suburbia.
- \* During the drive, Paul tells Chris that he's nuts if he's actually thinking about breaking in Area 51.
- \* Rob actually defends Chris and says it could be amazing, and they can be part of uncovering the most incredible story of all time.
- \* Paul tells them they're crazy and to count him out.
- \* Chris tells him not to worry, he's got everything figured out. Paul scoffs.
- \* The employee pulls into his suburban home. Chris notes the address and tells Paul they can head back.

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34. HOTEL ROOM - "THE HOOTERS" - FRIDAY, NIGHT 4

Characters: Chris, Paul, Rob

Props: \*Night vision & thermal cameras  
\*Electrical devices  
\*Scanners  
\*Laptop  
\*Google Earth  
\*Black Streaks & tips spray - for "Freon spray"  
\*Chris' Cell phone  
\*Freon Suits  
\*Chris's Duffle bag

- \* Rob & Paul are getting ready to leave for another night out. They both tell Chris he's being lame for not joining them.
- \* Chris starts playing with the thermal camera. Paul & Rob are intrigued and they all play around with it for a bit.
- \* Rob & Paul leave.
- \* Chris examines Google Earth maps of Area 51.
- \* Chris sets up camera on table - static shot of room.
- \* Chris puts together the freon suits, turns on freon for a second.
- \* Chris takes out some electronic devices from his duffel bag, they look like scanners, transmitters, etc. He turns them on, and tests them.
- \* Chris tests the night-vision and thermal cameras.
- \* In thermal mode, Chris sprays a bit of freon in front of the camera - it appears like dark, black mist.
- \* Chris makes a phone call to someone named "Glenn". He makes tentative plans to meet while he's by Area 51 tomorrow.

35. HOTEL ROOM, "THE HOOTERS" - SATURDAY, DAY 5

Shoot Location: Vegas Hotel Room

Characters: Chris, Paul, Rob

Props: \*Pills  
\*Chris's Duffle Bag

- \* Boys wake up. Chris & Rob take another pill.
- \* Boys get ready to head out.

36. INT - PAUL'S SUV (DRIVING) - ROAD TO RACHEL, NV - SATURDAY - DAY 5

Shoot Location: Rachel, Nevada

Characters: Chris, Paul, Rob

Props / Set Dressing: \*Cheesy UFO Signs

Vehicles: Paul's SUV

- \* Boys drive to Rachel. Observe cheesy UFO signs "Extraterrestrial Highway".

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\* Paul uses opportunity to mock Chris.

37. EXT - LITTLE ALE' INN, RACHEL, NV - SATURDAY - DAY 5

Shoot Location: Little Ale' Inn, Rachel, Nevada

Characters: Chris, Paul, Rob

BG: 4 Alien Sightseers

Vehicles: Paul's SUV

\*Paul's SUV pulls into the parking lot of the Little Ale' Inn.

38. INT - LITTLE ALE' INN, RACHEL, NV - SATURDAY - DAY 5

Characters: Chris, Paul, Rob, Waitress, Kooky local Patron

BG: 4 Alien Sightseers

Props / Set Dressing: \*Natural decor of AleInn.  
\*Food for the boys

\* Boys enter AleInn, marvel at the cheesiness of the interior alien souvenirs.

\* They order a quick snack / drink from the waitress.

\* They ask the waitress about Area 51. She explains it's near by, and there are lots of rumors. No one knows for sure if it's just military, or alien, but they have seen really weird flying objects.

\* The old kook jumps in and tells wild stories of alien abductions, cooperation between the government and aliens, hybrid DNA experiments, and more.

\* The kook tells our boys that aliens do in fact live inside Area 51, but they've been kept isolated from humans after some sort of incident that occurred in the 1970s where the aliens felt threatened and killed numerous people on the base.

\* The waitress warns the boys that, aliens or no, the security forces patrolling the base are not kidding around. Foolish tourists always get arrested.

39. EXT - "THE BLACK MAILBOX" HIGHWAY 395 - RACHEL, NV - SATURDAY - DAY 5

Characters: Chris, Paul, Rob, Glenn Campbell

Props: \*Chris's Camera

Vehicles: \*Paul's SUV  
\*Glenn's Car

\* Glenn meets the Boys by the infamous "Black Mailbox" - now white. He's polite but unsure what they want.

\* Chris asks him questions about Area 51, security measures, etc.

\* Glenn thinks that Area 51 contains cool military technology; he doesn't buy into the alien angle at all.

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- \* He's lived in the area for a while, and claims to be familiar with all the security measures. He even used to give "tours" to view the base before the government took over Freedom Ridge.
- \* Glenn tells them he's not happy with the secrecy - whatever's going on in there, it's their tax money paying for, and they have a right to know!
- \* Paul, for the first time, is engaged in the topic, and asks Glenn what he thinks is going on.
- \* Glenn talks about the Cammo Dudes, Area 51's private security force contracted by the government. He explains that they have motion-sensors around the perimeter (and inside the security buffer outside the base) that transmit to the Cammo Dudes if tripped.
- \* He also gives them additional details about the Cammo Dudes' use of night-vision goggles, their patrols, their use of Black Hawk choppers, etc.
- \* He mentions the ammonia sensors spread all over the perimeter. They can detect any hint of ammonia breathed out by humans. Chris appears neither surprised nor concerned.
- \* Glenn tells them about the base's "Active Denial System" -- direct energy weapons commonly known as "Ray Guns". Originally developed by the military to deal with rioting crowds, they blast non-lethal high frequency radiation at the target, causing them to feel as if their skin is on fire. Although extremely painful, the blasts are not lethal. They are spread all around the perimeter of Area 51.
- \* Glenn tells them that the Cammo Dudes are usually polite, but always firm. Each year they arrest a few people who wander onto military land, intentionally or not. If a trespasser is foolish enough not to comply with their orders, they are permitted to use lethal force. Glenn adds that so far there haven't been any particularly violent encounters -- at least not that he knows of.
- \* Chris and Glenn talk about specific technical aspects of the motion sensors, that they use UHF frequency to alert that they've been tripped.

**40. INT - PAUL'S SUV (DRIVING) - HWY 395 - SATURDAY - DAY 5**

Shoot Location: Highway 395, Nevada

Characters: Chris, Paul, Rob, Glenn

Props: \*Chris's GPS.

Vehicles: Paul's SUV

- \* Paul drives, Chris navigates.
- \* Chris consults his GPS, and tells Paul to turn into an unmarked dirt road.
- \* Glenn tells stories about his times spent at Area 51

**41. INT - PAUL'S SUV - GROOM LAKE ROAD TOWARDS AREA 51 - SATURDAY - DAY 5**

Characters: Chris, Paul, Rob, Glenn

Props: \*GPS  
\*Motion sensors.

Vehicles: \*Paul's SUV

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- \* Paul drives, Chris navigates.
- \* Paul proceeds slowly on the dirt road.
- \* Chris tells them they're about 12 miles away from the border of Area 51.
- \* Paul tells him he's nuts. Chris asks him to please keep driving.
- \* Rob looks behind and notices the clouds of dust the SUV leaves behind them, and comments that there is no way they can approach the base without being detected in advance.
- \* They drive slowly and Chris pays close attention to the side of the road, looking all around. He spots large motion sensors buried in the ground along the way.
- \* Chris tells Paul to pull over. He jumps out of the SUV and closely examines one of the motion sensors. He opens the cover and looks at its contents, trying to figure out how it works.
- \* Paul and Rob begin to get nervous. Chris tells them that the sensor has most likely *already* alerted the Cammo Dudes to their presence. Fortunately, however, they are still on public land so they're not doing anything wrong.
- \* Chris studies the sensor, battery pack, and antenna, and surmises that once tripped it sends a UHF signal somewhere. There's no way to disable them, because once you get close enough to one of them it's already alerted the Cammo Dudes.
- \* Chris jumps back in the SUV and they continue towards Area 51.

42. INT - PAUL'S SUV - GROOM LAKE ROAD, ENTRANCE TO A-51 - SATURDAY - DAY  
5

Shoot Location: Groom Lake Road, NV

Characters: Chris, Paul, Rob, Glenn

BG: 2 Cammo Dudes

Props / Set Dressing: \*GPS  
\*Motion sensors  
\*Area 51 "no trespassing signs"  
\*Walkies  
\*Binoculars.  
\*Orange border markers

Wardrobe: \*Cammo Dude uniforms

Vehicles: \*Paul's SUV  
\*Camo Dudes Truck

- \* The boys reach the intimidating "Military Installation / No Trespassing Beyond This Point / No Photography / Deadly Force May Be Used" signs.
- \* They pull over and get out of the car.
- \* Chris poses by the signs, as if it's a tourist point of interest.
- \* They notice that they are being watched from afar by Cammo Dudes in pick-up trucks at the tops of various mountain ridges.
- \* It appears that one of the Cammo Dudes' pick-up trucks in particular has its eye on them.
- \* The Cammo Dudes' pick-up truck suddenly starts heading in their direction. The boys decide it's time to bail, turn around, and head back to Vegas.

43. INT - PAUL'S SUV - DRIVING TO AREA 51 EMPLOYEE HOUSE - SATURDAY - DAY  
5

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Characters: Chris, Paul, Rob

BG: Area 51 Employee

Vehicles: \*Paul's SUV  
\*Area 51 Employees car

Props: \*Chris & Rob's camera's

\* Chris tells Paul & Rob that he needs help doing something illegal. Paul says no way. Rob is in.

\* Chris tells Paul he doesn't actually have to do anything, just drive them.

\* They drive to the neighborhood where they followed the Area 51 employee.

\* They park a bit up the street from the house.

\* Chris walks to the house.

**\*\*\*NOTE: WE ALSO NEED TO PICK-UP THE SHOT OF A-51 EMPLOYEE PULLING INTO THE DRIVEWAY AS THIS WILL MOST LIKELY HAPPEN ON ANOTHER DAY FROM MCCARREN\*\*\***  
A.S - 9/18/09

[Intercut between Chris's camera & Rob inside the SUV].

**44. EXT - AREA 51 EMPLOYEE'S HOUSE -- SATURDAY - DAY 5**

Characters: Chris, Paul, Rob, Employee's Wife

BG: \*Area 51 Employee  
\*Employee's Child

Props / Set Dressing: \*Employee's house decor

Vehicles: \*Paul's SUV  
\*Area 51 Employees car

\* Chris rings doorbell.

\* Door opens, it's the employee's wife. In the house, behind her, Chris can see a kid and the employee.

\* Chris acts surprised, as if he expected to find someone else - and apologizes that he's probably at the wrong house.

\* Chris leaves and heads back to the SUV.

**45. INT - PAUL'S SUV - AREA 51 EMPLOYEE'S STREET - SATURDAY - DAY 5**

Characters: Chris, Paul, Rob

Vehicles: \*Paul's SUV  
\*Area 51 Employees car

Props: \*Chris & Rob's Camera's

\* Chris tells Rob & Paul they need to wait for the family to leave.

\* Paul's not happy. Chris tells him they'll wait for a bit, if they don't leave, they'll head back to they can go out, and Chris will be back tomorrow.

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46. INT - PAUL'S SUV - AREA 51 EMPLOYEE'S STREET, LATER - SATURDAY - DAY 5

Characters: Chris, Paul, Rob

BG: \*Area 51 Employee  
\*Employee's wife  
\*Employee's Child

Vehicles: \*Paul's SUV  
\*Area 51 Employees car

Props: \*Chris & Rob's cameras  
\*Chris's Cell Phone  
\*Rob's Cell Phone  
\*Lock-picking tools  
\*Blue-Tooth Headsets

\* A while later... the Employee & his family leave.  
\* They wait a few minutes.  
\* Chris & Rob approach the house.

[Intercut between Chris's camera & Paul inside the SUV].

\* Paul keeps in touch with Chris via cell phones.  
\* Just to be safe, Chris rings the doorbell again. No answer.  
\* Rob takes out a couple of pick-locking instruments, and picks the lock.  
\* They enter, close door behind them.

47. INT - AREA 51 EMPLOYEE'S HOUSE, - SATURDAY - DAY 5

Characters: Chris, Rob

Props / Set Dressing: \*Employee house decor  
\*Area 51 Access Card  
\*After-shave bottle  
\*Closet full of clothes  
\*Zip-lock bag  
\*Chris's Cell Phone  
\*Chris's Small Camera

\* Chris immediately heads upstairs to the master bedroom.  
\* Chris & Rob start going through the clothes-closet and drawers.  
\* Rob exclaims "got it!" and shows Chris the employee's Area 51 access card.  
\* Excited, Chris takes it and pockets it.  
\* They enter the bathroom.  
\* Carefully, Chris puts an aftershave bottle in a ziplock bag.

48. INT - PAUL'S SUV - AREA 51 EMPLOYEE'S STREET, [INTERCUT] - DAY 5

Characters: Paul

BG: \*Neighbor walking dogs  
\*Area 51 Employee's Annoying Neighbor

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Animals: Neighbours 2 Dogs

Vehicles: Paul's SUV

Props: \*Paul's Cell Phone  
\*Paul's Small Camera

- \* Outside, from Paul's POV we see a neighbor walking past the house (walking dogs).
- \* Outside, from Paul's POV, we see another neighbor, approach the house.
- \* Paul warns them over the phone.
- \* The neighbor rings the doorbell.
- \* Neighbor leaves.
- \* Paul tells Chris & Rob the coast is clear.
- \* Chris & Rob exit, and join Paul.

49. INT - AREA 51 EMPLOYEE'S HOUSE - [INTERCUT] - DAY 5

Characters: Chris, Rob

Props / Set Dressing: \*Employee house decor  
\*Area 51 Access Card  
\*After-shave bottle  
\*Closet full of clothes  
\*Zip-lock bag  
\*Chris's Cell Phone  
\*Chris's Small Camera

- \* Chris & Rob are frozen.
- \* Door bell rings again.
- \* Paul tells Chris & Rob the coast is clear.
- \* Carefully, after waiting a moment, Chris & Rob exit, and join Paul.

50. INT - HOTEL ROOM, "THE HOOTERS" - SATURDAY, NIGHT 5

Shoot Location: Vegas Hotel Room

Characters: Chris, Natalie (O.C)

\*\*\*NOTE - Natalie Off camera\*\*\*

Props: \*Night vision & thermal cameras  
\*Electrical devices  
\*Scanners  
\*Chris's Laptop & Google Earth graphics.  
\*Chris's Cell Phone

- \* Chris, alone, is once again testing equipment.
- \* Looking at satellite maps.
- \* Natalie calls. Chris answers.
- \* On the phone, we hear Chris trying to dissuade Natalie from joining them on their Area 51 break-in. It's a guys only thing.
- \* Apparently unsuccessful, Chris tells her that if she's in fact made up her mind, he's not sure there's enough time but she needs to take a Neomycin pill immediately. She should go to his place and get the bottle he

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has in his drawer. He'll let his parents know she's coming. In fact, because there's not much time, she should disregard the warning on the label and take two pills at once, followed by two more the next morning.

\* He tells her he doesn't think she's serious and doubts she'll actually come.

\* Chris goes downstairs to join Rob & Paul

51. EXT - JACUZZI / POOL DECK - "THE HOOTERS" - SATURDAY, NIGHT 5

Characters: Rob, Paul, Chris

BG: 4 Pool goers, Make-out Couple

Props: \*Cocktails

\* Rob & Paul party it up in the Jacuzzi while Chris films.

\* A Make-out couple explore 1st base, the boys laugh at them

\* Chris tells them they need to have a talk about something cool, but in private, upstairs.

52. INT - HOTEL ROOM - "THE HOOTERS" - SUNDAY, DAY 6

Characters: Chris, Paul, Rob

Props: \*Ammonia breathalyser.

\* Chris makes his big pitch to Paul and Rob -- he needs their help to break into Area 51.

\* Rob is instantly on board - he already knew this was going to happen - he just asks Chris how he's actually going to do it.

\* Paul is skeptical, and not interested.

\* Chris does his best to guarantee they're not in real danger, he's got everything figured out, and he'll not let them get captured.

\* Paul won't budge. He's got too much to live for.

\* Chris tells him he doesn't have to actually get on the base, just drive them there. He won't even break any trespassing laws.

\* Eventually, Paul agrees, but only to drive them.

\* Chris tells them that Natalie might join them, he's not sure if she's actually going to show up.

\* Paul & Rob are not thrilled - why do they need a chick slowing them down?

\* Chris says she's a good sport, and in good shape, she won't be a problem. Also it might be interesting because her dad's abduction history.

\* Again, Rob & Paul ask him how he's planning to defeat the security measures, Chris tells them he's figured out ways to get around the motion sensors, thermal cameras, etc, and they'll also have some insider help.

\* Chris takes out a device that looks like a breathalyser. He breathes into it, and checks the reading. He seems pleased. He has Rob blow into it. Checks the reading. Looks good.

\* Chris explains that this is an ammonia level reader. According to the reading, the ammonia levels in their bodies are very low. That is thanks to the Neomycin pills they've been taking.

\* To further prove this, he has Paul breathe into the device, and indeed, Paul's ammonia levels are significantly higher.

53. INT - HOTEL ROOM - "THE HOOTERS" - SUNDAY, LATE AFTERNOON, DAY 6

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"AREA 51" - LOCKED WHITE SHOOTING SCRIPT V2 - 9/24/2009

Characters: Chris, Paul, Rob, Natalie

Props: \*Ammonia breathalyzer  
\*Neomycin pills  
\*Freon suits  
\*Thermal camera  
\*Duffle bag

Wardrobe: \*Thermal undergarments.

- \* While the boys are busy playing with the freon suits & night-vision and thermal cameras...
- \* The doorbell rings.
- \* It's Natalie. The boys are surprised that she's actually there!
- \* She's excited, and greets everyone warmly.
- \* Rob & Paul are not happy she's there, and complain that she's going to ruin everything - they don't need a chick.
- \* Chris tries to defend her and himself, saying he didn't know she's really going to show up, but now that she's here, she might as well join.
- \* Also, she won't drag them down, she's in good shape and up to the task.
- \* Rob is unhappy, but stops arguing.
- \* She tells Chris she got the pills from his house, took two last night, and two this morning (against recommendation).
- \* Chris tests her ammonia levels... they're lower than average for a person, but borderline too high.
- \* Chris explains that ideally it takes 2-3 days for the pills to sufficiently lower the ammonia levels.
- \* He tells her she'll need to take two more pills if she wants to join, and it's not recommended nor healthy.
- \* Natalie takes two more pills without hesitation.
- \* Chris tells her to report if she feels nauseous, dizzy, etc.
- \* Rob is filming in thermal mode, Chris pulls out one of the homemade "spacesuits", and shows them the self-regulating freon component.
- \* CGI - As soon as he turns it on, we see freon enveloping Chris -- making him disappear when viewed in thermal mode.
- \* Chris tells them this will make them invisible at night.
- \* He also has ways to get around the security measures.

**MOMENTS LATER:**

- \* Paul is filming.
- \* Chris, Rob, and Natalie are in their underwear.
- \* They're putting on heat-retaining undergarments.
- \* Paul mocks them. Happy he's not partaking.
- \* They put on regular clothes on top of the undergarments.
- \* Chris packs freon suits in duffel bag.

**54. EXT - PAUL'S SUV, "THE HOOTERS" SIDE PARKING LOT - EVENING, DAY 6**

Characters: Chris, Paul, Rob, Natalie

Vehicles: Paul's SUV

Props: \*Chris's Camera  
\*Duffle bag  
\*Electrical devices  
\*Scanners

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- \* Chris Filming
- \* The group is getting into the SUV
- \* They are all pumped up about their mission, except for Paul
- \* Chris explains that they will stop on the way for final preparations

55. EXT - PAUL'S SUV, DESERTED SECTION OF HIGHWAY 395 - SUNDAY, NIGHT 6

Props: \*Ammonia Breathalyzer  
\*Chris's Camera

Wardrobe: \*3 Freon Spacesuits

Vehicles: Paul's SUV

- \* The SUV is stopped in a deserted dirt road.
- \* Paul filming
- \* They stand in front of the SUV's headlights.
- \* Chris, Natalie and Rob putting on their desert-color camouflage "spacesuits".
- \* Chris explains the first part of the plan, Paul will drive them near the gates, but not too close, Chris Natalie and Rob will sneak out of the SUV while Paul continues to the front gate
- \* ... When confronted by security guards Paul will spill his dumb tourist looking for aliens story.
- \* ... The guard will most likely take Paul for investigation and intimidation just to scare him and make sure he will not attempt a stunt like this again. Worse case, he'll get a trespassing fine, which Chris will be happy to pay.
- \* Paul seem displeased, but Natalie reminds him of her part (Paul realize he's got the easy part and does not want to appear wimpy)
- \* ... after this the guard won't suspect that anyone else came with him
- \* ... meanwhile Chris Natalie and Rob will hike away from the gate parallel to the area 51 border
- \* Chris Natalie and Rob do a final check on their cameras, ammonia breathalyser, thermal 'state', acting more in sync and ready for the mission.
- \* The group is getting back into the SUV suited and ready

56. INT / EXT - PAUL'S SUV (DRIVING), NEAR AREA 51 FRONT GATE - NIGHT 6

Location Shoot: TBD (dirt road somewhere)

Characters: Chris, Natalie, Rob, Paul

BG: 2 Camo Dudes

Props:

- Cameras
- Police scanner
- AZ - if they carry the scanner, GPS etc in some bag (not specified) it should be added too to the prop list

Wardrobe: \*3 Freon Spacesuits

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Vehicles: \*Paul's SUV  
\*Camo Dudes truck

- \* Chris and Rob are filming
- \* The guys are sitting at the back of the SUV(luggage area) facing the rear, while Paul is driving towards the gate.
- \* Chris's camera is on, filming the dirt coming from the back of the SUV, the road is curvy
- \* Paul stops around a bend, the gate is not visible.
- \* Chris Natalie and Rob turn on the freon in their suits
- \* Chris Natalie and Rob sneak out of the rear door of the SUV and walk away.
- \* Paul continues towards the gate and stopped shortly after (off camera)
- \* We can see through Chris's camera the headlights from the guards SUV casting on the hill.
- \* Rob is filming
- \* Chris takes out the police scanner and turns it on
- \* Chris explains that the police scanner can only receive frequencies used by the Cammo Dudes and the local sheriff, internal communications between the Cammo dudes are encrypted
- \* Reception from the police scanner confirms that Paul is taken for interrogation.
- \* Chris leaves the police scanner on, and explains it is to assure that their presence hasn't been detected.
- \* AZ - might be better to dump the police scanner at this point as police scanners omit a lot of heat.
- \* Rob and Natalie are concerned about Paul they need him to pick them up in the morning
- \* Chris tells them not to worry, the authorities will quickly see he means no harm, give him a trespassing ticket, and send him on his way.

57. EXT - HIKING MT TIKABOO TOWARDS AREA 51 - SUNDAY, NIGHT 6

Characters: Chris, Natalie, Rob

BG: 2 Camo Dudes

Vehicles: Camo Dudes truck

Wardrobe: \*3 Freon Spacesuits

Props:

- Night Vision Camera
- Thermal Imaging Camera
- Map
- GPS
- UHF Signal jammer
- Helicopters (for patrolling guards if budget permits)
- Duct tape
- Ray Guns
- Motion-sensors
- Orange A-51 Perimeter signs

- \* Chris using night vision mode on his camera (greenish tint)
- \* Rob using thermal mode (b&w heat signature)

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They only have two hidden cameras. one has a night-vision mode, the other a thermal mode. no regular handycams cameras at this point. -Oren Peli  
8/28/09 6:44 PM

**\*\*\*NOTE: WE WOULD PROBABLY NEED SOME ORANGE MARKERS TO DEFINE THE AREA 51 BORDER LINE\*\*\* - A.S - 9.18.09**

- \* Hiking parallel to the perimeter
- \* Chris takes out the GPS
- \* Chris explains that he marked the approximate location of motion sensors on the GPS
- \* Rob Asks how Chris is planning to pass the motion-sensors
- \* Chris Explains that there are three rings of motion-sensors "fences" around the base, if triggered they will alarm the Cammo Dudes
- \* Chris takes out the UHF detector / Jammer device as he explains this device can detect the UHF frequencies and Jam them
- \* Chris points out the location of the motion sensors are about a mile away.
- \* The hike continues
- \* Chris & Rob constantly look around to make sure no one is on their tracks
- \* Chris looks at his night vision camera and is able to see the Cammo Dudes patrolling by foot way behind them, they are deep in area 51 territory
- \* Chris signals Natalie and Rob to lay on the ground to remain undetected
- \* The group lay there for a while waiting for the Cammo Dudes to get out of site
- \* After the Cammo Dudes are out of site, the hike towards the area 51 continues
- \* Chris turns the UHF Jammer/detector on, and the group continues to hike in the direction of the motion sensors.
- \* Getting closer to the motion sensors, Chris turns on the Jammer
- \* Still he tells Rob and Natalie to walk cautiously
- \* Chris tells Natalie and Rob to stay close to him, as they walk pass the motion sensor belts.
- \* He films one of the motion sensors he walks directly over.
- \* Passing the motion sensor belt, finally Chris can turn off the motion sensor detector/jammer.
- \* As Chris check out the area again with his night vision camera, they hear a helicopter coming by, as they drop to the ground.
- \* As Natalie lays on the ground she makes a sudden move and feels that her suit is caught by a near by thorn.
- \* Rob points the thermal camera at Natalie and detects a leak coming from Natalie's shoulder
- \* Chris points his night vision camera at Rob and Natalie as Rob crawls towards Natalie pulls out a duct tape and patches the suit.
- \* After a long minute the helicopter continues (sound of helicopter leaving)
- \* Chris tells them it was just a patrol as they get up
- \* Chris checks out his GPS again. he is able to tell that they are getting close to the ray guns.
- \* Natalie is concerned that her damaged suit might not be able to protect her from the ray guns but chris explains that the suits can not protect them
- \* After a bit more hiking, Chris tells the group that this is the last ridge
- \* Chris checks out his watch and says that they might be too early
- \* (Since chris is holding the night vision camera he is the only one who can get a good footage of Rob being hit)

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- \* AZ - we should show them walking in this order (where chris walks last) every once in awhile because chris has the night vision camera)
- \* Suddenly Rob gets blasted
- \* Surprised Rob jumps back, he is not hurt but it was seriously unpleasant
- \* Rob alerts them that "THEY ARE ON"
- \* Chris explains that they are too early, and they should wait a bit
- \* Rob manages to relax for a bit
- \* Every few minutes Rob or Chris walk cautiously towards the ray guns, they get blasted and jump and back
- \* Finally they seem to be turned off
- \* The ray guns are off, and Chris hurries them before the ray guns are turned back on. he explains they're only off for 10 minutes.
- \* as they run passed the ray guns they hear their electric hum again (AZ - they could not hear the hum before because they were just getting in range few hundred feet away now they are passing the guns)
- \* Chris stops, the ray guns are directional and once passed they are ok
- \* Natalie and Rob are besides him breathing hard from running
- \* Chris tells them to drop down to the ground, and asks Rob to check them with his thermal camera
- \* After they drop down, Robs turns on his thermal camera and notice their suit temperature is somewhat higher due to their running
- \* Chris tells them to stay down for a few more minutes, the ground will help them cool off
- \* Chris gets up and turns around while checking the area with his night vision camera everything seem clear
- \* The group is hiking again past the last ridge
- \* **CGI - Now the group can view the base below**
- \* As they approach the base from behind, they take off their suits and stash them behind a rock.

58. EXT - AREA 51, HANGAR - SUNDAY, NIGHT 6

Characters: Chris, Natalie, Rob

BG: 2 Area 51 Guards

Props / Set Dressing:

- Cameras (wearable)
- Access Pass
- Control Panel (for access card)

- \* Chris, Natalie and Rob are filming using their wearable cameras
- \* Approaching from behind one of the hangars
- \* Chris notices the shadows of two patrolling guards
- \* The group pulls back and waits for the patrolling guards to pass
- \* Chris rushes the group to a side door of a hangar (Chris seem to know his way around the complex)
- \* Chris pulls out his stolen access card, and waves it by the control pane
- \* It beeps, and we hear a click of the lock
- \* Chris opens the door and the group enters the hangar

59. INT - AREA 51, HANGAR AKA - LEVEL 1 - SUNDAY, NIGHT 6

Characters: Chris, Natalie, Rob

Props / Set Dressing:

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- Cameras (wearable)
- Access Pass
- Control Panel (for access card)
- Air plane parts + Junk (inside hangar)
- Access Panel with finger print ID scanner
- After shave bottle in a ziplock bag
- Cellophane tape

- \* Inside the hangar, it's dimly lit, but bright enough to switch back to normal shooting mode. they turn off night-vision & thermal modes.
- \* Rob mentions that this place looks abandoned
- \* Natalie asks Chris if he is sure they are in the right place, this hangar looks disappointing
- \* Chris assures her that this is the place, as he starts walking while checking the walls.
- \* Chris finds a control panel on the wall and waves the access card at it
- \* As the access panel opens and reveals a fingerprint ID scanner
- \* Chris asks Rob for the aftershave bottle
- \* Rob pulls out the aftershave bottle and removes it from the ziplock bag
- \* Rob pulls out a cellophane tape and places it on one of the finger prints (show on the bottle) lifting it from the bottle
- \* Rob tries to place the cellophane tape on the fingerprint scanner but the scanner does not seem to recognize it
- \* Chris explains that the fingerprint scanner checks body temperature as well as pulse
- \* After few more tries with the tape on his finger, the door opens
- \* AZ - I omitted wearing the cellophane tape part, because I don't know how is it possible. I assumed they can just put the piece on their finger (cellophane tape tend to be harder material then nylon and does not bend very well, it is better to just keep it flat)

60. INT - AREA 51, LEVEL 2 / SECURITY GUARD STATION - SUNDAY, NIGHT 6

*[NOTE: Since they have no prior knowledge of "Level 3" in this version of the treatment, they will not refer to this level as "Level 2". As far as they know (for now), this is all there is to it. In the document, however, we will keep referring to "Level 2" and "Level 3" just for our own convenience and clarity.]*

Characters: Chris, Natalie, Rob, Security guard

Props / Set Dressing:

- Cameras (wearable)
  - Retina scanner
  - Control Room
  - Chris, Natalie & Rob's cell phones
  - Security Guard desk
- \* Chris, Natalie and Rob are filming
  - \* The group is headed downstairs
  - \* At the bottom of the stairs, around the corner is a manned guard's station.
  - \* The guard stands up and confronts them.
  - \* The guard seem nervous, "Are you Novak's guys?"
  - \* Chris confirms.
  - \* The guard says that he is surprised they made it this far
  - \* Chris asks if there are other guards in the hangar

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**"PLAYING WITH THE CUBE"**

- \* Chris and Rob filming
- \* Chris checks out one of the workbenches
- \* Natalie and Rob are beside him
- \* Chris picks up a peculiar looking cube
- \* AZ - The workbench should not be placed next to a wall to give Natalie and Rob room to stand on the other side and film Chris
- \* Chris inspects the object and when he touches a certain area the object "turns on" starts glowing emitting a quiet hum
- \* Rob and Natalie take a step back (AZ - this will allow a wider shot of the room and the window)
- \* As the object becomes practically weightless Chris lets it go
- \* Rob notices a soft glow coming from the next room through the window
- \* Grabs the cube and turns it off
- \* The cube falls and the floor
- \* The lights is off in the next room
- \* Chris picks up the cube again
- \* They approach the window
- \* Chris turns the cube on again
- \* They now can see that the soft glow is emanating from the bottom of a spherical object inside the room
- \* Chris looks along the wall for a switch to turn on the light
- \* As Chris feels the wall, a piece of wall starts sliding
- \* Chris enters the room
- \* Lights turn on inside the room automatically. Soft and dim.

**62. INT - AREA 51 - LEVEL 2, ALIEN SPACECRAFT HANGAR - SUNDAY, NIGHT 6**

Characters: Chris, Rob, Natalie

Props / Set Dressing:      \* Camera's (wearable)  
                                  \* Cube  
                                  \* UFO craft

- \* Chris and Rob Filming
- \* They enter the room. There's an saucer-shaped craft there, resting on man-made supports.
- \* Chris and Rob give the viewer a view of the room from the entrance
- \* Rob points his camera to the ceiling and points out that it looks retractable
- \* They descend a few step down
- \* They all examine the craft from every angle
- \* They are in awe, they have never seen anything like that
- \* Rob and Natalie are getting increasingly anxious
- \* Chris Rob and Natalie look for a way to get inside
- \* Chris puts the cube down and starts feels the craft trying to find a lever or a switch that will open it
- \* After a short while Chris picks up the cube again and starts playing with it
- \* The cube "turns on" and feels weightless again
- \* The craft starts to emanate light from the bottom
- \* Chris continues to play with the cube and after pressing parts of it at random the craft starts humming
- \* As they continue walking around the craft, they discover an open door at the top of the craft
- \* There's a metal staircase and access ledge that Chris uses to approach the opening.
- \* Chris gives the viewer a look at the interior of the ship.

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\* Natalie asks Chris whats inside

**63. INT - AREA 51, LEVEL 2 - ALIEN SPACECRAFT - SUNDAY, NIGHT 6**

Characters: Chris, Rob, Natalie

Props / Set Dressing:     \* Camera's (wearable)  
                              \* Cube  
                              \* UFO craft

VFX: Sequence of Locked off shots for VFX

- \* Chris gets inside the craft
- \* Chris describes the chair pod like containers
- \* Chris start pushing on some walls & items, trying to pry the pods open
  
- \* Chris looks at the chair - looks alien and designed for a smaller being.
- \* Chris tries to sit in the chair. it's not comfortable for a human.
  
- \* The door suddenly closes (AZ - might be better to show this from Rob's Camera)
- \* Rob and Natalie can not hear or talk to Chris
- \* Rob and Natalie are getting anxious
- \* Chris continues to mess with stuff
- \* Suddenly the space craft becomes translucent. Chris can see Rob & Natalie outside, but they can't see him.
- \* AZ - We should switch back to Rob's camera to show that the ship is translucent only from the inside
- \* They still can't hear eachother.
- \* Chris gets up from the chair - the craft becomes opaque again and the door opens.

**64. INT - AREA 51, LEVEL 2 - ALIEN SPACECRAFT HANGAR - SUNDAY, NIGHT 6**

Characters: Chris, Rob, Natalie

Props / Set Dressing:     \* Camera's (wearable)  
                              \* Cube  
                              \* UFO craft

- \* Chris gets out of the craft
- \* Chris continues to film the craft
- \* Natalie and Rob are anxious to leave
- \* Finally they leave the room, getting back to the previous room

**65. INT - AREA 51, LEVEL 2 - UFO RESEARCH AREA - SUNDAY, NIGHT 6**

Characters: Chris, Rob, Natalie

Props / Set Dressing:     \* Camera's (wearable)  
                              \* Cube  
                              \* Workbench

- \* Chris is excited to finally have a proof, but wants to see more
- \* Chris put the cube back on the workbench

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- \* They continue their way back to the previous room/hallway
- \* They continue to explore

66. INT - AREA 51, LEVEL 2 - HALLWAY / EMPLOYEE'S OFFICE - SUNDAY, NIGHT  
6

Characters: Chris, Rob, Natalie

Props / Set Dressing:

- \* Workbenches
- \* Wearable cameras
- \* Access card
- \* Long list of Abductions
- \* Desk & Filing Cabinets
- \* File folders
- \* Jim & Natalie Nelson Files

- \* Chris and Rob Filming
- \* Chris walks by one of the offices and recognizes the name of the employee as the one he stole the access card from
- \* Chris scans the access card and they door unlocks
- \* Chris tells Rob and Natalie that this office seem bigger and nicer than the other office and that this guy must be high level.
- \* Chris snoops through the desk drawers and find a list
- \* Chris tells Rob and Natalie that there are names and addresses on the list
- \* Chris puts the list on the desk and continues snooping
- \* Natalie checks out the list, she tells Chris and Rob that
- \* ...the list does not make any sense, list consist of female names only
- \* ...some having two dates next to them some one date, and some having no dates at all.
- \* They get out of the office

**\*\*\*NOTE: WE NEED TO GET SLO-MOTION FOOTAGE OF THE FILE FOLDERS & ABDUCTION LISTS INCLUDING THE JIM & NATALIE NELSON FILES TO USE IN THE FINAL SEQUENCE OF THE FILM\*\*\* - A.S 9/18/09**

67. INT - AREA 51, LEVEL 2 - HALLWAY LEADING TOWARD LEVEL 3 - SUNDAY, NIGHT  
6

Characters: Chris, Rob, Natalie

Props / Set Dressing:

- \*Wearable Cameras
- \*Guard Station
- \*Air Lock Door
- \*Flashing Red Light (Practical)
- \*Elevator Doors

- \* Chris and Rob filming
- \* Rob strongly urges Chris to leave before they get caught (they've seen enough. Also, they still need to hike back before dawn.)
- \* Chris insists that there must be more. The list strongly suggests that there is more going on here than reverse-engineering on technology. There has to be an area related to abductions. These rumors about another level where aliens reside must be true.
- \* They continue exploring Level 2, looking for anything out of the ordinary.

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- \* They notice that at the end of one of the corridors there's an unmanned guard station next to an airlock door.
- \* Chris tries to turn the wheel -- no go.
- \* Natalie tries to push the lever up to release the wheel, but she can't move it.
- \* Rob tries and with great effort manages to move the lever up.
- \* Red light starts flashing above the door
- \* Chris tries again and manages to turn the wheel until the door is fully unlocked.
- \* They open the door and it reveals a short corridor.
- \* They walk down the corridor till they reach an elevator at the far end.
- \* Natalie is drenched in fear
- \* Natalie says she's getting a really bad feeling, this is all a terrible mistake, they shouldn't be here. She can't explain why she is suddenly feeling this way.
- \* Chris tells her she doesn't have to go with them.
- \* Natalie finally regains her composure and says she has to continue to find out what's going on.
- \* They notice the elevator has no buttons
- \* Chris knocks on the elevator, tries to pry open the door, but to no avail.
- \* They notice red light flashing near the air lock door
- \* They walk towards the airlock door
- \* Chris closes the airlock door, but nothing happens
- \* Chris explains that the airlock door might have to be closed from the outside as a security feature before the elevator door can open
- \* Although fearful, Natalie feels compelled to go further
- \* Chris asks Rob to stay outside and lock the door
- \* Rob is curious too and wants to continue
- \* Chris tells Rob that his muscle is needed to manipulate the airlock
- \* Rob agrees
- \* Chris asks Rob to give his camera to Natalie so they can have an extra camera
- \* Rob is unhappy about it, it was suppose to be his and Chris's adventure
- \* Rob removes the camera and hands it to Natalie
- \* Natalie takes the camera but can not put it on properly
- \* Natalie ends up holding the camera like a hand held camera
- \* Chris tells Rob to keep the door locked while they're gone, because if he unlocks the door it may prevent the elevator from functioning properly and they will be stuck
- \* .... He should just hang tight and not open the door until he hears them banging on it from the inside.
- \* Rob exits the corridor, and closes the door behind him.
- \* They hear Rob turning the wheel to lock it, then the lever. \*CLICK\*.
- \* They're locked in. The flashing red light stops flashing -- it now remains bright solid red.
- \* The elevators door slowly opens, screeching loudly as it does...

**68. INT - AREA 51, ELEVATOR TO LEVEL 3 - GRAY ALIENS - SUNDAY, NIGHT 6**

Characters: Chris, Natalie

Props / Set Dressing:

- Cameras (wearable)
- Grey Alien spacesuits
- Elevator

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- \* Chris and Natalie Filming
- \* Chris and Natalie enter the elevator...and walk right into three "Gray" aliens staring right at them!
- \* Chris and Natalie scream and jump back out of the elevator.
- \* Chris regains his composure first, and slowly makes his way back in.
- \* Chris takes a closer look, then tells Natalie that these "aliens" aren't what they appear to be...
- \* Chris slowly reaches out his hand to one of the Grays and turns it around.
- \* Chris tells Natalie that these are not really aliens at all -- it appears that these are merely the aliens empty spacesuits that they wear while on Earth. They're just hanging on hooks against the elevator wall.
- \* Chris tells Natalie to come into the elevator
- \* Natalie walks in but she is creeped out
- \* Natalie notices that there are no buttons in the elevator
- \* Chris tells her to wait for a while
- \* After a beat the doors slowly close and the elevator starts a long descent
- \* Chris uses this time to investigate the alien "Gray" suits some more.
- \* Chris tells Natalie that these are not simple suits
- \* ...they have some gadgetry inside them
- \* ...it looks like the eyes are some sort of bio-video screen
- \* Natalie is seriously creeped out being in such a confined space with the suits.
- \* After the loooooong ride down, the elevator finally stops and the doors open again. As soon as they exit the elevator, the doors close behind them.

69. INT - AREA 51 - LEVEL 3, ELEVATOR & HALLWAYS - SUNDAY, NIGHT 6

Characters: Chris, Natalie

Props:

- cameras (wearable)

- \* Chris and Natalie filming
- \* Chris points the button by the elevator to Natalie
- \* They take a moment to look around
- \* Natalie is increasingly anxious. She's not nearly so brave and gung-ho now.
- \* (AZ - Natalie can mention that it is cold in there and that there is an odd odor in the air)
- \* Chris and Natalie explore a few of the chambers

70. INT - AREA 51 - LEVEL 3, CHILD'S PLAYROOM - SUNDAY, NIGHT 6

Characters: Chris, Natalie

Props:

- Cameras (wearable)
- Child play room with children toys

- \* They walk by a what looks like a child's play room

71. INT - AREA 51 - LEVEL 3, ALIEN BIO-LAB - SUNDAY, NIGHT 6

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Props:

- Cameras (wearable)
- Alien sleeping pods

\*Eventually they reach the same alien sleeping chamber as before, only now they are entering it from the other side. They have just made a complete loop around this floor.

- \* They notice five open and empty pods
- \* They enter the chamber slowly and make their way across it

~~[NOTE: This doesn't work if Natalie has camera! Alternative idea: Chris continues running past the elevator, only to realize a moment later that Natalie is not with him. He has no idea if she made it to safety. When he gets back to the elevator, she's standing there, stunned and incoherent. Chris keeps asking her if she saw the aliens -- they must have walked right by her. She says she doesn't know.]~~

**77. INT - AREA 51 - LEVEL 3, ELEVATOR & HALLWAYS - SUNDAY, NIGHT 6**

Characters: Chris, Natalie

Props / Set Dressing: \*Cameras (wearable)  
\*Elevator doors

- \* Finally they get back to the elevator entrance.
- \* Chris presses the button again repeatedly
- \* Finally the elevator doors start opening.
- \* As they open, they make a sound that appears to alert the aliens. We hear strange noises of a commotion coming from the other end of the corridor.
- \* Chris yells "Get in! Get in!" and enters the elevator. The doors begin to close, agonizingly slow.
- \* Chris realizes that Natalie is not in the elevator with him.
- \* Chris yells for Natalie to get in but there is no response.
- \* Chris exits the elevator and sees that Natalie is standing frozen looking down the corridor. We see a movement of something approaching from the darkness of the corridor, accompanied by strange sounds of quick footsteps.
- \* Chris grabs Natalie and drags her back into the elevator just as the doors close.

[NOTE: Through a clever use of light, we'll set up one particular light source outside the elevator, halfway down the hallway, to make sure the aliens cast a shadow as they approach the elevator. Chris, Natalie, and the audience will be able to see the shadows of the approaching aliens as the doors slowly close.]

- \* The elevator begins its slow ascent...

**78. INT - AREA 51, LEVEL 2 - ELEVATOR & HALLWAY - MONDAY, (NIGHT 6)**

Characters: Chris, Rob, Natalie

Props / Set Dressing: \*Cameras (wearable)  
\*Elevator  
\*Air Lock door

- \* Chris and Natalie filming

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- \* Chris continues to the opposite way from the elevator to another room
- \* Chris tells Natalie to wait before pressing the button, he has another chamber to check
- \* Natalie pleads to just get the hell out of there
- \* Chris slowly approaches the room
- \* Natalie waits by the elevator

**74. INT - AREA 51, LEVEL 3 - ALIEN SLEEPING CHAMBER - SUNDAY, NIGHT 6**

Characters: Chris, Natalie

Props:

- Cameras (wearable)
- Alien sleeping pods

- \* Chris and Natalie filming
- \* Natalie pointing the camera at Chris
- \* Chris continues towards the room
- \* Chris enters the room
- \* Chris sees a few sleeping pods and approaches them very slowly.
- \* As Chris enters the room Natalie becomes impatient and starts pressing the elevator button repeatedly
- \* At the chamber one pods clicks and opens
- \* Chris turns towards the noise
- \* Chris's camera gives the viewer a brief glimpse of an alien sitting up and looking at Chris
- [NOTE: This glimpse will literally be for no more than one-tenth of a second.]
- [NOTE: We will shoot dozens of versions of this shot].
- \* Chris streams out of the room, as we hear few more clicks

**75. INT - AREA 51 - LEVEL 3, ELEVATOR & HALLWAYS - SUNDAY, NIGHT 6**

Characters: Chris, Natalie

Props / Set Dressing:

- Cameras (wearable)
- Level 3 Elevator

- \* Chris runs towards the elevator yelling at Natalie to get the hell out of there.
- \* Natalie bangs loudly on the still-closed elevator door.
- \* Chris runs past the elevator -- no time to wait for it to open -- and motions for Natalie to follow him.
- \* They run past the elevator down the corridor.
- \* After running for a bit, they find a small room to hide in.
- \* Chris peeks around the corner...we can see shadowy movements in the direction from which they came. They can't go back that way.
- \* Chris and Natalie are disturbed by an unusual sounds of crying babies coming from behind the wall
- \* Chris slowly looks outside the room, seeing nothing there.
- \* They exit the room and continue exploring

**76. INT - AREA 51 - LEVEL 3, ALIEN SLEEPING CHAMBER - SUNDAY, NIGHT 6**

Characters: Chris, Natalie

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Characters: Chris, Natalie

Props:

- Cameras (wearable)
- Operating table
- Workbenches
- Long syringes
- Probes
- Disturbing-looking medical tools
- Petri dishes
- Artificial organs

- \* Chris and Natalie filming
- \* Chris and Natalie reach an alien biological lab.
- \* Chris and Natalie approach the operating table in the middle
- \* (AZ - This whole scene revolve around what they see, the actors will improvise something to say here)
- \* Natalie and Chris talk about the organs
- \* Chris says they look like the aliens are trying to grow people or human body part
- \* They continue to walk towards the next chamber on the far side

72. INT - AREA 51 - LEVEL 3, ALIEN BIO-LAB - HYBRIDS CHAMBER - NIGHT 6

Characters: Chris, Natalie, Alien Hybrid

Props:

- Semi-translucent hybrid boxes
- Bodies of humans and aliens hybrids (different ages, different gender and different quality - some are very deformed)
- Wearable cameras

- \* Chris and Natalie filming
- \* They enter the next chamber
- \* They can see few dozen boxes made of semi-translucent material
- \* They get closer to approach the boxes
- \* They notice that there is something inside the boxes
- \* Chris opens a few of them. There are deformed, half-human half-alien hybrids, or deformed human. Very disturbing.
- \* They are not moving. They appear to be dead or frozen.
- \* Natalie is shaken by this scene
- \* As they are looking at one of the most hideous ones -- a deformed half-human -- **it suddenly takes a breath.** It's still alive!
- \* They are startled and jump back. Still shaken up, Chris slowly approaches it again to close the lid.
- \* Chris slowly reaches for the lid and starts closing it, the hybrid starts shaking, as if experiencing some kind of seizure.
- \* Chris quickly slams the lid shut and they get the hell out of there.
- \* Both Chris and Natalie are startled

73. INT - AREA 51 - LEVEL 3, ELEVATOR & HALLWAYS - SUNDAY, NIGHT 6

Characters: Chris, Natalie

Props: \*Wearable cameras

- \* As they run down the corridor, Natalie heads straight to the elevator

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- \* The elevator finally arrives back on Level 2. The door opens, but they're trapped again in the corridor.
- \* They exit the elevator, the doors closing behind them.
- \* Natalie and Chris bang on the airlock door frantically.
- \* They pray that Rob can hear them. After an anxious beat, they hear the airlock door lever, then the wheel.
- \* The door slowly opens.
- \* Although Chris and Natalie are ready to get out of there, Rob is freaked out.
- \* He asks them angrily where they've been for so long -- claims they've been gone for over five hours!
- \* Chris and Natalie say no way, they've been there for ten minutes tops.
- \* Rob says he's been going crazy wondering what happened to them, and was almost getting ready to leave and get the guard.
- \* Chris and Natalie are not sure what to make of this. They know they haven't been gone for more than ten minutes, and can't make sense of what Rob's telling them.
- \* Rob also tells them that while he was waiting he found something they have to see.

**79. INT - AREA 51, LEVEL 2 - OFFICE / STORAGE ROOM - MONDAY (NIGHT 6)**

Characters: Chris, Rob, Natalie

Props / Set Dressing: \*Cameras (wearable)  
\*Boxes full of medical records

- \* Rob leads them to an office behind an unassuming door.
- \* They enter. The room is a messy storage area containing stacks of boxes. The boxes appear to contain medical files from various hospitals around the country -- each box marked with the name of a different hospital.
- \* Chris opens a few boxes and skims through the files. Entire medical records of different people from all walks of life, of all ages, male and female.
- \* AZ - they need to take footage of the list for next scene
- \* Chris tells them they have to get going, they don't have time to spare since they have to hike back under cover of darkness.
- \* Rob says that it's too late anyway, it's probably morning by now.

**80. INT - AREA 51 - LEVEL 2 / GUARD STATION - MONDAY (NIGHT 6)**

Characters: Chris, Rob, Natalie, Guard

Props / Set Dressing: \*Security guard station  
\*Wearable Cameras

- \* As they reach the guard's station, the guard is pissed, wondering where they've been for all this time.
- \* The guard informs them that it is in fact 3AM! Now he's going to have to help sneak them out in daylight.
- \* They realize they have to abandon their original plan of hiking back the way they came in.
- \* The guard tells them he could get them on the morning JANET flight back to Vegas if they hurry.
- \* The guard escorts them out of Level 2 towards the hangar

**81. INT - AREA 51, HANGAR AKA LEVEL 1 - MONDAY (NIGHT 6 / DAY 7)**

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**"AREA 51" - LOCKED WHITE SHOOTING SCRIPT V2 - 9/24/2009**

Characters: Chris, Rob, Natalie, Guard

Props / Set Dressing: \*Wearable Cameras

Vehicles: \*Janet Air 737

\* The guard escorts them through the hangar, and towards the plane. Chris & Natalie are shocked to see that the sun is up. Guess Rob was right afterall.

**82. EXT - AREA 51 BASE - MONDAY MORNING, DAY 7**

Characters: Chris, Rob, Natalie, Guard

BG: \*15 Area 51 Employees

Props / Set Dressing: \*Wearable Cameras

Vehicles: \*Janet Air 737

\* They approach the commuter plane. Indeed, there are various groups of workers of all kinds hovering by it outside: engineers, mechanics, etc.  
\* They worry about Natalie looking out of place, and so make sure to keep her as hidden as possible so that no one becomes suspicious of this cute twenty-year-old girl.  
\* They board the commuter plane with a small group of base employees, including some twenty-something researchers. Nobody looks at our gang twice. They fly back to Vegas.

**83. EXT - JANET TERMINAL, McCARRAN AIRPORT - MONDAY MORNING, DAY 7**

**\*\*\*OMITTED\*\*\***

**84. INT - HOTEL ROOM - "THE HOOTERS" - MONDAY MORNING, DAY 7**

Characters: Chris, Rob, Natalie

Props:

- Camera (wearable)
- Chris's Cell phone
- Hand written note
- Hotel key

\* Chris and Rob filming  
\* At the hotel room (AZ - we can start the footage with them entering the room or from inside)  
\* There is no sign of Paul back at their hotel room, just a handwritten note. The note explains that after he was detained and interrogated for a couple of hours, the authorities believed that Paul was just a harmless tourist and let him go -- albeit with a hefty trespassing fine. He had enough at that point, and decided to drive home. They can hitch a ride back home with Natalie.  
\* Chris is suspicious, not sure if this note was really written by Paul, although it does look like his handwriting.

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- \* Chris calls Paul's cell -- no answer. So he leaves a message, asking Paul to call him back right away.
- \* [Alternative idea: to be less dramatic, maybe they do connect with Paul over the phone. Chris is not sure if Paul is being forthright, however.]
- \* Natalie recalls that she had a very strange feeling while on Level 3. It was as if the aliens knew her and could read her mind. Very freaky.
- \* Exhausted, emotionally and physically, they start packing and get ready to head home.
- \* Chris says he wants to call Novak before they leave and update him about what they found...but...
- \* Chris starts reviewing the footage off the list.
- \* He notices that some of the names have two dates next to them -- almost exactly two months apart in every case.
- \* He then notices one name -- Ashley Mercer -- that has only one date next to her name. Exactly two months ago.
- \* He puts the pieces together -- the government is keeping track of abducted females. The women in question are apparently abducted again two months later. Presumably the first abduction is to impregnate them, and the second is to extract the hybrid fetus.
- \* Chris points out that if his theory is correct, Ashley may be visited again very soon -- possibly even tonight -- exactly two months after her last abduction.
- \* Chris suggests that they could go there to interview her, warn her, and possibly document what might be going on.
- \* Rob is very hesitant, but he's gone too far to leave now.
- \* Natalie is also extremely apprehensive. Though still intensely curious, she now worries that they are getting in way over their heads.
- \* Natalie has empathy for Ashley, however, and Chris focuses his energies on trying to convince her to join him on the trip to Colorado. They could warn Ashley, and perhaps their presence with the cameras will deter or at least obstruct the abduction. And if the abduction does take place with them around, their record of it will certainly serve as a warning to others (and will go a long way towards exposing the government's conspiracy of silence).
- \* Despite their hesitations, Natalie and Rob finally agree to go.
- \* In their haste, Chris never calls Novak.

## **ACT III: ABDUCTION**

### **85. INT - NATALIE'S CAR (DRIVING) - LATE MONDAY AFTERNOON, DAY 7**

Characters: Chris, Rob, Natalie

Props:

- Camera (handheld)
- Chris's Cell Phone

Vehicles: \*Natalie's Car

- \* Driving to Colorado
- \* In Natalie's car, on the drive to Colorado, the mood is somber. Everyone is anxious.
- \* Chris asks Natalie if she knows any more details about the "mechanics" of an abduction, based on what her dad has experienced.
- \* Natalie says that in most cases he didn't remember anything afterward, but in a few cases he recalled seeing glimpses of aliens around his bed,

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being floated up to a ship, being paralyzed and unable to move, and having aliens perform various medical procedures on him. But he's always refused to go into detail about these things.

\* Chris tries to get specifics from her about the abduction process. Does a spacecraft land or hover nearby? How do the aliens enter the house? Are there any particular sounds? Etc.

\* Natalie doesn't know, and soon gets upset with Chris for pushing so hard.

\* At some point Chris gets a text message from Paul saying that everything's fine and that he's back home again.

\* Chris immediately calls back, but once again only gets voice-mail.

**MEETING ASHLEY -- MONDAY NIGHT**

**86. EXT - ASHLEY MERCER'S HOUSE, GRAND JUNCTION - MONDAY, NIGHT 7**

Characters: Chris, Rob, Natalie, Ashley

Props:

- Camera (handheld)
- Chris's Cell Phone

Vehicles: \*Natalie's Car

\* That night, Chris, Rob, and Natalie show up unannounced at Ashley Mercer's home in the suburbs outside Grand Junction.

\* They arrive at Ashley's house

\* they knock on the door

\* Ashley answers the door.

\* Chris starts to explain what's going on -- that he knows she's been abducted by UFOs in the past.

\* Ashley is surprisingly receptive and doesn't seem skeptical of the UFO angle, but she keeps demanding that Chris explain where he's from, who he's with, what his connection is to the government, and what he knows about her abductions. She's never admitted this stuff to anyone before.

\* Natalie jumps in and explains that Chris is just an ordinary guy trying to figure out what is really going on with UFOs and abductions.

\* She tells Ashley that Chris has been very helpful and supportive with her and her father.

**87. INT - ASHLEY MERCER'S HOUSE, GRAND JUNCTION - MONDAY, NIGHT 7**

Characters: Chris, Natalie, Rob, Ashley

BG: Ashley's mother (Diane), Ashley's son (Mark)

\* Ashley invites them in. She's a single mother who lives with her toddler MARK (2) and her mother DIANE (50s).

\* Chris asks her whether she's had any pregnancies that might have been out of the ordinary.

\* It turns out that Ashley believes she has been repeatedly abducted over the past several years. About five years ago she experienced an unexplained pregnancy (she wasn't dating anyone at the time), and a few months later the pregnancy just "disappeared". She is flabbergasted that Chris knows about that.

\* Ashley tells them she missed her last menstrual cycle, and is late getting this month as well. She's not dating anyone now, so she's been

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getting increasingly worried that something is wrong. She was going to set an appointment with her doctor if she didn't get her next period soon.

\* Chris tells her he came across her name while sneaking around Area 51, but he doesn't mention that he thinks she might be scheduled for another abduction on this very night.

\* Chris asks Ashley if it's alright for them to hang out for a bit, just in case something happens. Maybe having extra people around with cameras will deter the aliens. And if something does happen, having video proof will go a long way towards exposing the conspiracy.

\* Ashley soon agrees. She asks her mother to take her son to a different location for the night to keep them safe.

\* Natalie tells Ashley that she knows what she's going through because her father has experienced similar traumas.

\* Ashley seems to like and trust Natalie.

**88. INT - ASHLEY MERCER'S HOUSE, GRAND JUNCTION - LATER - MONDAY, NIGHT 7**

Characters: Chris, Rob, Natalie, Ashley

Props / Set Dressing: \*Cameras (wearable)  
\*Ashley's Couch  
\*Motion Sensing porch lights

\* Chris and Rob filming

\* Later that night. The four of them sit in Ashley's living room having a nervous discussion.

\* Ashley is apprehensive. Says she's getting a bad feeling about this.

\* Natalie is also uneasy.

\* Chris and Rob get up every once in awhile to look around, both inside and outside the house.

\* At some point in the middle of a conversation they hear a sound from outside and notice that the motion-sensing porch lights have turned on.

\* They then hear neighborhood dogs, birds, and other animals all start to bark, chirp, etc. at once.

\* Then instantly they all stop again on a dime. An eerie silence follows...

\* Chris jumps up ready to investigate when suddenly the power goes out.

\* Total darkness!

\* The girls start freaking out.

\* Chris switches on his camera's night-vision mode (with its greenish hue).

\* He then switches Rob's camera to thermal heat-sensing mode. Everything in his camera's view is black-and-white and hazy.

**ASHLEY PARALYZED**

\* Chris and Rob filming (Night vision and thermal)

\* Chris, Rob, and Natalie now notice that Ashley has fallen into a deep sleep.

\* They can't wake her up.

\* They take her pulse and confirm that she's still alive, but she is totally unresponsive.

\* They force her eyelids open...and are surprised to find that her eyes and pupils appear totally alert.

\* She looks around, then locks eyes with them.

\* She is paralyzed but actually **awake**, not asleep. Her breathing is very fast.

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89. EXT - ASHLEY MERCER'S HOUSE, GRAND JUNCTION - MONDAY, NIGHT 7

[INTERCUT]

Characters: Chris

Props / Set Dressing: \*Camera (wearable)  
\*Motion Sensing porch lights  
\*Breaker Box

\* Chris goes outside to see what's going on, and to try and find the electric breaker box.  
\* Rob stays inside with the girls.  
\* The entire outdoor area suddenly becomes illuminated from an unknown source.  
\* The light becomes intense -- brighter than daylight -- and envelops the entire house.  
\* Cutting back to Rob's thermal heat-sensing camera, the light can be detected seeping in from all the windows, around door frames, etc.  
\* Outside, Chris suddenly collapses to the ground and stops moving. His camera continues to run...

90. INT - ASHLEY MERCER'S HOUSE, GRAND JUNCTION - MONDAY, NIGHT 7

[INTERCUT]

Characters: Rob, Natalie, Ashley, Alien

Props / Set Dressing: \*Cameras (wearable)  
\*Ashley's Couch

\*Rob seems to be paralyzed as well. He's sitting on the ground, his camera aimed at the door. Ashley and Natalie are out of view.  
\* The intense white light **distorts** the footage on both cameras.  
\* From Chris's POV outside we hear footsteps and a strange rustling noise. We see what seems to be a weirdly-shaped thin leg walking through the viewfinder. It is brief and out of focus.  
\* Cutting back to Rob's camera, we hear strange noises and then the front door rattling.  
\* Front door opens. Through the thermal heat-sensing camera we see the very hazy outline of a being that is definitely not human.  
\* Alien approaches the sofa where Ashley is, then disappears out of frame. We're not sure what is happening, but we hear strange sounds.  
\* Rob's camera shakes in a weird way.  
\* We're not sure what's going on -- Rob's camera is pointing at the door, not at the girls. He's not moving or saying anything.  
\* Then, all of the sudden, the white light is gone. Total silence... Just the sounds of people breathing.

POST-ABDUCTION

91. INT - ASHLEY MERCER'S HOUSE, GRAND JUNCTION - MONDAY, NIGHT 7

Characters: Chris, Rob, Ashley

Props / Set Dressing: \*Cameras (wearable)  
\*Ashley's Couch

\* Chris and Rob filming (night vision and thermal)

"AREA 51" - LOCKED WHITE SHOOTING SCRIPT V2 - 9/24/2009

\* A moment later, power returns. The house lights come back on. The animals outside all make noise at the same time again.  
\* Chris, still outside, wakes up. He rises from the ground, disoriented. Yells for Natalie and Ashley. No response.  
\* Chris runs back inside the house.  
\* Chris finds Ashley passed out on the sofa where we last saw her.  
\* Rob begins to wake up.  
\* **Natalie is nowhere to be found.**  
\* Chris, Rob, and Ashley frantically look for her all around the house. There is no sign of her whereabouts whatsoever.  
\* Ashley becomes hysterical and screams at Chris to turn off the camera and call 911 or something.  
\* Rob tells him enough is enough.  
\*CLICK\* -- cameras are turned off.

[ALTERNATIVELY: as Chris looks around the house for Natalie, at some point (either inside or outside) he notices some movement in a dark corner. He approaches to investigate, thinking it might be Natalie... SUDDENLY a hideous alien jumps into frame and slashes at him (and the camera). CUT TO BLACK.]

\*\*\*\*\* AMIR END \*\*\*\*\*

END TEXT

"TO THIS DAY, NATALIE NELSON HAS NOT BEEN RETURNED, NOR IS THERE ANY PUBLIC INFORMATION CONCERNING HER DISAPPEARANCE. THE U.S. GOVERNMENT HAS REFUSED TO COMMENT ON THIS MATTER."

AND/OR:

"IT IS BELIEVED THAT A FEW DOZEN AMERICANS GO MISSING EVERY YEAR AS A RESULT OF ALIEN ABDUCTIONS, AND ARE NEVER SEEN AGAIN".

EPILOGUE

In slow-motion we see digitally-enhanced footage of Chris filming the abduction list from the Area 51 employee's folder. Among the many names, we slowly zoom in on two in particular: JIM NELSON, whose last abduction date is listed in 2006, and NATALIE NELSON, marked as scheduled for an abduction, but with no specific date listed next to her name...

**THE END**

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