

BLOODY HELL

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TECHNICAL INFORMATION

Format: Feature Film Proposal

Genre: Bloody Horror

Location: Namibia

USD1,5M

A young woman, her developmentally challenged brother, and two friends take refuge from the cops in an abandoned military bunker full of ravenous creatures and a mysterious old man.

SYNOPSIS

Wanda and her younger brother Bobby were happy that their friend AnnMarie offered them a ride in her flashy new car after Wanda's clunker broke down.

First mistake: Accepting a ride from AnnMarie.

You see, not only does AnnMarie think that the posted speed limit doesn't apply to her, but her brother forgot to remove the packs of cocaine from under the seat before he lent AnnMarie his car, now pursued by a tenacious cop car.

Second mistake: Hiding in the underground bunker they played in as kids. It's been decades since Wanda and Bobby last played in the WWII concrete bunker - always on Levels 1 and 2 - never on Level 3 because it smelled really, really bad.

When Wanda, Bobby, AnnMarie and their friend Preema, the youngest of the group, take refuge in the bunker they figured they'd only be in there for an hour or so, but then two cops open the Level 1 door and enter, forcing the group to quickly descend to Level 2. The cops eventually leave, latch the door from the outside and are savagely killed by unseen creatures.

As Wanda, AnnMarie and Preema struggle to pry open the door, Bobby, who has Down Syndrome, grows restless, and disappears down one of the bunker's many dark corridors. When he doesn't return, Wanda, AnnMarie and Preema set off in different directions looking for Bobby and tools to open the door.

Preema is knocked out by an unseen assailant and later finds herself hanging upside down from a meat hook in a refrigerated room adjacent to the creature's dining room, where they are feasting on one of the cops, the other cop's bloodied body is hanging beside Preema.

Third mistake: Descending to Level 3.

Preema frees herself, warns Wanda and AnnMarie, then she and AnnMarie hurry toward Level 1 to pry open the entrance door with the tool AnnMarie found in one of the bunker's many rooms. Wanda, determined to find Bobby, and having searched Level 2, reluctantly descends to Level 3.

AnnMarie and Preema discover that the metal ladder leading from Level 2 to Level 1 has been removed. When Wanda accidentally stumbles upon the creature's resting room, she bolts, ascends to Level 2, and begins running with the creatures in pursuit. As Wanda dashes past a room, she hears a horror movie and finds Bobby lounging in his secret childhood lair - equipped with a VCR, Christmas lights, a sofa, and an assortment of ten-year-old snacks.

Wanda grabs Bobby and they rush toward the ladder to Level 1 only to find AnnMarie and Preema constructing a make-shift platform of desks, boxes and miscellaneous items that will allow them to reach Level 1 and escape.

Their platform collapses just after AnnMarie and Preema climb to Level 1, forcing Wanda and Bobby to bolt to avoid the approaching crowd of creatures.

Fourth mistake: Trusting Papa.

Keeping barely ahead of the creatures, Wanda and Bobby hurry into a room and meet Papa, an elderly man who has lived in the bunker for decades - somehow coexisting with the creatures.

Papa offers Wanda, Bobby, AnnMarie and Preema an escape route through the bunker's heating ducts.

Papa's ruse allows 'his children' to capture and kill AnnMarie and Preema but Wanda and Bobby escape. As the two of them drive down the highway in the dead cop's patrol car, a creature's razor-sharp fingernails slice open the back seat.

Final mistake: Not checking the trunk.



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LEAVE
ALIVE**