

"ORACULAR"

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FADE IN: CAMERA WILL BE AT A LOW CAMERA ANGLE WHICH TRANSITS INTO A WIDE SHOT. JASMINE IS WALKING OUT OF A POLICE STATION. PHONE RINGS. SHE PICKS IT UP.

SCENE 1

POLICE STATION. EXTERIOR. MORNING.

CAMERA IS SLOWLY PANNING TO THE POLICE STATION. ESTABLISHING SHOT.

Natural lighting.

PHONE CALLER (JOHN -
COUNSELLOR) :

MATCH ON CUT. CLOSE UP OF JASMINE.

(JASMINE CARRIES ON WALKING WHILST ON THE
PHONE LOOKING UPSET.)

"Hello Jasmine, you missed your session. I'm sorry about your mother's death."

JASMINE:

"I was quite busy John, sorry about that...and it's okay but I better hurry up, so I'll see you tomorrow"

JOHN:

"But Jasmine, are you okay? Your mother was never suicidal."

CAMERA AT LOW ANGLE. EXTREME CLOSE UP OF THE PICTURE.

(JASMINE SIGHS. TAKES A PICTURE OF HER MUM OUT OF HER POCKET AND LOOKS AT IT.)

JASMINE:

CLOSE UP OF JASMINE.

"Yeah..um yes..I'm fine..anyway, I have to take the board game back, it's the only thing that was found with mum. Bye John."

JOHN:

"Alright, take care Jas. Don't miss your session tomorrow."

HIGH ANGLE. CLOSE UP OF JASMINE ENDING THE PHONE CALL.

(JASMINE ENDS THE PHONE CALL AND PUTS HER PHONE IN HER POCKET.)

FADE OUT

END OF SCENE 1

SCENE 2.

INSERT LOCATION EXTERIOR. AFTERNOON.

FADE IN

(JASMINE IS WALKING. PHONE RINGS. PICKS IT UP. HEARS STRANGE STATIC NOISES AND WHISPERING.)

(Long shot)

JASMINE:

"Hello? Hello?"

(Close up)

(PHONE GETS CUT OFF. JASMINE CALLS BACK. *(Medium shot)* SHE HEARS THE PHONE RINGING. *(Over the shoulder)* SHE LOOKS UP AT A HAUNTED HOUSE AND SEES A SHADOW LIKE FIGURE LOOKING AT HER THROUGH THE WINDOW. *(Medium shot)* SHE GETS SHOCKED AND TURNS AROUND IN FEAR AND BUMPS INTO HER FRIENDS AND GASPS.) *(focus shot)*

SHANISA:

(Medium shot)

"Woah Jas, you okay?"

JASMINE:

"Um yeah (she looks back at the window but see's nothing there.) I thought I saw something...but what

brings you here?"

SHANISA:

"I was just about to get some lunch. What about you?"

JASMINE:

"I have to go and meet Kylie. See you in school"

(JASMINE RUSHES OFF. CAMERA SHOT OF SHANISA STARING UP AT THE DEMON.)

FADE OUT

END OF SCENE 2

SCENE 3.

SCHOOL BUILDING. INTERIOR. MORNING.

High key lightening.

MIDDLE SHOT. CAMERA PANS TO KYLIE DANCING.

FADE IN

(JASMINE IS IN SCHOOL WITH KYLIE. SHE IS WATCHING KYLIE DANCE FOR HER ASSIGNMENT.)

CAMERA THEN ZOOMS TO JASMINE. CLOSE UP OF JASMINE. HIGH ANGLE ON GAMEBOARD. ZOOMS OUT OF GAMEBOARD. MIDDLE SHOT.

JASMINE:

"I got this from the forensics today. They said it's my mum's...but you know what confuses me? I've never seen her work on it. It even says her name. What could be the reason of this?"

(SHANISA WALKS IN OUT OF NOWHERE.)

MATCH ON CUT. MIDDLE SHOT.

SHANISA:

"There's always a reason for everything." (Demon is behind her walking with her.)

OVER THE SHOULDER SHOT OF JASMINE. (SIMILAR TO HER POV)

JASMINE:

"Oh hey Shanisa...what do you mean?"

SHANISA:

CLOSE UP.

"Oh I just mean that there's always a reason for everything, right?"

FADE OUT

END OF SCENE 3

SCENE 4

INSERT LOCATION INTERIOR. AFTERNOON.

FADE IN

(Medium shot)

(KYLIE IS LOOKING AT THE BOARD GAME)

(close up of the board)

KYLIE:

"It looks like an Ouija board"

JASMINE:

(medium shot)

"Yeah, which is why I'm freaking out!"

KYLIE:

"Oh my god but I'd love to play this!"

JASMINE:

"What?! Are you crazy?! Put it away!"

SHANISA:

(Close up)

"Oh don't be such a wimp Jas, let's play!"

JASMINE:

(Medium shot)

"Wait, there's rules guys, read it!"

KYLIE:

"Seriously Jas?! All it says is don't spell Oracular.
Hahaha, okay demon, we won't(!)hahaha"

"Come on, let's start playing"

(Close up)

(SHE MOVES THE CUBES WHICH SPELLS OUT 'STOP')

JASMINE:

(High angle)

"Oh would you look at this! It spelt out 'stop'. That means we stop."

(Close up)

(KYLIE'S NOSE STARTS BLEEDING OUT OF NOWHERE. SHANISA SCREAMS AND ASKS IF SHE IS OKAY.)

END OF SCENE 4

SCENE 5

INSERT LOCATON INTERIOR. AFTERNOON.

VARIOUS SHOTS USED SUCH AS: CLOSE UP, PANNING, MEDUIM, HIGH, OVER THE SHOULDER, POV.

MOSTLY LOW KEY LIGHTING- NO NATURAL LIGHTING

(SHANISA SPELLS OUT ORACULAR. THE WHOLE ROOM STARTS SHAKING. THEY START TO WITNESS SUPERNATRAL THINGS HAPPENING. THERE ARE LOUD NOISES. JASMINE LOOKS FOR SHANISA AND SEES HER WALKING OUT AND CLOSE THE DOOR WITH AN EVIL SMILE.)

(KYLIE FAINTS, JASMINE RUNS FOR THE DOOR BUT THE DOOR IS LOCKED. SHE LOOKS BACK AND THE DEMON IS IN FRONT OF HER FACE.)

FADE OUT

END OF SCENE 5

SCENE 6

INSERT LOCATION INTERIOR. AFTERNOON.

MEDIUM SHOT, PANNING DOWN AS SHE MOVES

FADE IN

(JASMINE'S MUM PLACES THE BOARD GAME ON THE FLOOR AND SHOUTS OF VICTORY.)

MOTHER:

CLOSE UP, MEDIUM SHOT

"I've done it! I have finally done it! Come out, where are you?!? Come out!!"

(DEMON IS BEHIND THE MOTHER)

HIGH SHOT

"Your presence...I can sense it. Show me where you are! What did my husband ever do to you? What did he ever do?!? All he wanted to do was save that family, it was his job!!! What did you get by killing him? Why?!?! Why?!?!?!"

ESTABLISHING SHOT WITH VARIOUS OTHER SHOTS: LOW SHOT

(DEMON GETS ANGRY AND PUSHES THE MOTHER TO THE WALL. MOTHER FALLS DOWN AND DOESN'T MOVE. CAMERA PANS TO DEMONS FACE, THEN MOVES OUT OF DEMONS FACE. WE THEN SEE JASMINE SITTING DOWN WITH THE BOARD GAME. SHE STARTS SINGING A SONG IN A CREEPY VOICE.)

CAMERA MOVES IN ON THE DEMONS FACE AND MOVES OUT AS IT SHOWS

JASMINE:

PANNING SHOT GOING AROUND HER WHILE THE DEMON IS BEHIND HER

"You and me,
play with me
come and play with me.."

FADE OUT TO CREDITS.

END OF FILM.