Golden Axe Beats Presents

Power Hour

*Screenplay*

Written By

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1. Opening Scene (Ordinary World, Call To Adventure) **At Actor’s Flat – Night**

As evening approaches, we see a time-lapse of Motherwell dual carriageway, cars passing by to create the late night rush coming and going through the area. We then proceeded to enter a set of flats with someone sleeping in bed, when suddenly a phone cries out the name of an unknown number. Our main character is awoken by this. His name is Fahad, dazed and confused, he picks up the phone. While listening to what is being said over the other side of the line, he rubs his face, clearing particles of dust that has been gathered underneath the eyelids. He eventually puts his phone away, stands up, and puts on his cloths that we’re lying on a piece of furniture. As he leaves his bedroom, he walks towards the front door and proceeds to walk down the corridor. As he places his hand on the doorknob, we are introduced to his spouse. She has the look of disappointment, with her arms crossed, leaning against the doorway from the living room. He looks at his wife for just a few seconds, and whispers “I got to go”. And proceeds to walk out the flat. Fahad enters into the unknown world, where he knows he cannot turn back.

1. **Driving to The Ball Room**

As he walks towards a burial of parked cars, where we spots his vehicle from a distance, but he does not introduce to us what he drives until he eventually finds the location, and leaves to continue with his quest. He casually drives to different areas, with different snapshots from different times, of him thinking in the car. He then receives a text saying “Meet me at The Ball Room.” And continues to drive down to the location. We arrive outside a building reading the words “The Ball Room”. As he finds the nearest parking, he waits in the car for a few seconds, and stares at the entrance of the door, where he sees a girl enter into the premises. He proceeds to enter The Ball Room, where he takes a good look around the area, and goes on the quest to find the mysterious person. We see the pool tables being occupied, with the sounds of the white cue balls hitting the ball rack. He then spots his alliance, who seems to be greeting our Fahad for quiet sometime and signals him to walk over towards him. He then shakes his hand, grabs him a drink, and they both sit down to talk about his mission. Our mentor is Fez, who pulls out a yellow envelope, with paperwork documentation of personal information about a man named Massood. Through the paperwork we see a lump sum of £5,000, which has the name and address of Fez. Outraged, Fez wants Fahad to get the money back, and if he succeeds, he will receive a health amount of cash.

1. **Sweet dreams, robbers!**

Fahad goes for another ride in his car, with the documentations of Massood lying on the passage seat. He eventually arrives at a beautiful neibourhood, with miles of football fields and houses. He looks around, and eventually clocks the location of a particular house. He parks at a fair distance away from the house, gets ready by putting up his hood, and exits out the car and enters a premises unlawfully. He enters into the front house of the kitchen, where he ducks down as soon as he spots a women cooking, but she unknowingly sees our actor. He proceeds with his mission, and sneaks behind her to have a deeper look into the house. He eventually walks upstairs and enters a bedroom with a cupboard. He opens the drawer to find a big black bag, that we are to believe is worth £5,000. He finds the loot and storms out with the money. As soon as he walks out, the same women spots Fahad, and screams from the top of her lungs. Fahad pushes the girl aside and runs for the exit. As soon as he gets nearer to the door, he is then confronted with Massood, who is clearly angry and wants to kill Fahad. He throws the bag at him, and then eventually pushes him so that Massood falls to the ground. Fahad approaches him and hits him in the head with a blunt object that was found on the side. He picks the bag, and heads out into his car. We are then introduced to what type of car he drives, an s2000 Honda. As he starts his engine, he locks his door; Massood is seen to bang on the car window. Fahad speeds off with the loot and the promise of reward were soon beaming from his mind.

1. **Returning to The Ball Room**

Fahad, being pleased with his mission, proceeds to grab the bag in his hand, and walks towards the entrance of the main door. He walks in and finds Fez playing pool at the corner of the room. He walks up with a smirk in his face, letting the boss know that he has completed the task assigned. Fez showing relief takes the bag and places it next to him. Eventually, he suddenly has a change of emotions. He no longer looks happy seeing Fahad, and stares down directly with jealousy. A group of three men approach Fez, and also stare down on Fahad. We knew this was meaning trouble. He quickly grabs one of Fez’s guardians, and head-butts him right in the face. The rest of the guys proceed to attack Fahad, until he is beaten down to the ground, and chucked out of the premises. A bystander notices him, and calls for help, leaving Fahad blind, not knowing what can come next. Fahad is rapidly moving in and out of conscience. Scene fades to white.

1. **The return home**

It’s the day after the night, where we are back in the flats, with the clouds greyer than the building’s . Where we switch up back in Fahad’s flat, with his spouse sitting on the couch in the living room. We see Fahad walking into his flat, with scars and marks across his face, badly beaten. As he walks over to meet his wife, she is crying. He stands and stares down on her, with multiple thoughts going through his head. We see the perspective of Fahad when we see his spouse crying, holding a pregnancy test. He is emotionless, he walks away towards his bedroom, where he closes the door and the story had ended.