PHONE BOOTH What happens if I hang up?

> Man/Man Thriller

STU, 30, starts to vacate the PHONE BOOTH. The PHONE rings. And rings. Curious, he picks up the receiver. There's a voice on the other end of the line. A distinctive MALE VOICE. VOICE Don't even think about leaving that booth. STU What? VOICE Stay exactly where you are and listen carefully. STU I've got a heavy day, mister. VOICE You know better than to disobey me. STU I don't know you at all. VOICE Are you absolutely sure? STU Where? Where are you? VOICE Closer than you think. STU Who is this? VOICE Someone who's watching you. STU Alright, bullshit artist, what am I doing right now? VOICE Scratching your forehead with your left hand. Now you're brushing your hair back. STU Why should I be interested in some creep who gets his jollies spying on strangers in phone booths?

VOICE But you're not a stranger, Stu.

The sound of his own name sends a chill through him.

STU

Who put you up to this?

VOICE You were my very own selection.

STU Why me in particular?

VOICE Because you're so afraid.

STU Ha! What've I got to be afraid of? That's it. This call is ended.

VOICE Not until I say it is.

Stu knows he should simply hang up but something tells him not to. Perhaps it's the strange tone of the man's voice.

> STU What happens if I hang up?

> > VOICE

You don't really want to find out.

STU I'm dying to hear this! What the fuck can you do about it - up in your fucking high window with your goddam binoculars?

VOICE I never indicated I had binoculars. I have a highly magnified telescopic image of you.

STU What? You mean... like a rifle?

VOICE Yeap. Can you feel it on you now? A tiny red dot now moves across Stu's chest. VOICE Relax, you're doing better than the others.

STU What others? What do you mean? (no reply) You said 'others!'

VOICE (finally) You read about the tourist shot dead ten days ago at the corner of Forty-fifth and Eighth?

STU I saw it on the news.

VOICE And where are we now?

STU Oh, God. Why? What did he do?

VOICE

He hung up.