

DIRECTORS CUT

SURVIVAL HORROR



CANNIBAL MINES

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MOVIE 003

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You are so thirsty. You smack your cracked lips and attempt to run your dry tongue over them looking for relief. Your body is drenched with blood, from head to toe; your left arm hangs limp at your side. You have found a hiding spot from the madness and you cannot keep from praying and sobbing at the same time.

You have not seen any of your friends since the night before, when you first entered this forsaken town. A woman with half a face attacked you; the other side of her face looked like a misshapen lump of clay. She hit you with a spiked board, driving the nail deep into your elbow. You cried out in pain and ran. How long you have been hiding you have no idea, but moving does not seem to be an option. You hear footsteps, and a sound that reminds you of a horse, but you know it is one of them. They are cannibals, and you are doing everything you can to keep from being on their menu.



“Look for her, shes round heres somewhere”, you hear an old man’s voice say. The horse sound becomes a grunt of agreement and the footsteps move away from you.

You decide now is the time to act. You stand ready to dart towards safety, wherever that might be. As you rise from your hiding spot, you have a moment to realize that the same woman who attacked you earlier is standing near you in the shadows. The last thing you see is a toothless grin as she swings the familiar bat into your face.

Cannibal Mines is the third movie for Directors Cut Survival Horror. This movie was designed to give a group of characters the creeps using cannibalism and major deformities. Characters are forced to confront and hide from the monsters, or be eaten. The only way to survive Cannibal Mines is to somehow make it out of the mines and out of town.

Movie Synopsis

Large families of mutant cannibals have been living in the hills around an old mining town. They operate a gas station located on the new highway and use their two normal looking members to lure travelers in. They then take their vehicles and belongings to clothe their families, create furniture, and take care of other needs. They have made quite an art of recycling others belongings to make a life for themselves. The local law enforcement is a single sheriff. He is given all of the money found on their victims in exchange for turning the other way to their choice of meat. He rarely comes around except to get his own fuel.

The movie is set in the late 1980s during a time that cell phones were all but unheard of for normal travelers. Those who did have them carried them around in a suitcase, or had ones that looked like bricks. The cannibals are vicious, murderous and offer no mercy.

When the movie starts, the characters are piled into a small car traveling through dry desert terrain that is full of hills, cliffs, large rocks, and old mining communities. After almost running out of gas, they are forced to stop at the only station for another 150 miles. The gas station is out of gas however until morning. Therefore, they have no choice but to go into the old town to stay at Betsy's'. The horror ensues shortly after as the cannibals attempt to make them their next meal. Survival is not easy in this movie. Even if they get away from the cannibals, they have to walk into the desert or wait on the road for another car to come by. The Director should create an ending befitting any survivors to set up a possible sequel.

History

The highway used to run close to the old town. 50 years ago, the new highway was brought through in its current location. The town had already died off thanks to a toxic water supply. During the new highway's construction several workers came up missing as did two investigators who attempted to find them. It was determined that Grandpa Jimmy Bo was responsible. Grandpa Jimmy Bo lived in what used to be the sheriff's office. He had killed each of the men and put their corpses in a cell. He met his end ten years later in the electric chair for their murders. Unknown to the police at the time, below Grandpa Jimmy Bo's dwelling was a young generation of mutants. The corpses had been for their consumption.

