



The Last Broadcast

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INSIDE.
DU'YUJ.

One last voice. One last chance.



ON AIR

Hope, fear, and death
now playing on every frequency.

Logline

During a late-night broadcast at a struggling AM station, a conspiracy-jaded host and his reluctant producer become an unexpected lifeline when Las Vegas is overrun by creatures that mimic human voices — predators that separate and feed on the survivors, one by one.



Theme

Division is the enemy. In a world where predatory forces weaponize fear and false voices to isolate and weaken us, true survival depends on our ability to reject the illusion of control, embrace our differences, and choose connection over certainty. The people who challenge us—who aren't like us—are not threats to be avoided, but the very bonds that make us strong. Unity isn't sameness. It's solidarity through difference.

Synopsis

Elliot Graves is a late-night radio host in Las Vegas—paranoid, bitter, and clinging to the last scraps of his career. His audience has all but vanished. His family is gone. His conspiratorial rants have become little more than background noise.

Then a caller dies—live on the air.

As panicked voices flood the phone lines, Elliot realizes this isn't a prank or a theory. It's real. People are being hunted by something that mimics human voices—luring victims out, one by one.

He stays on the air, offering calm, rules, and guidance. For the first time in years, someone is listening.

Then one caller changes everything: his estranged daughter, Emily.

Trapped across town with her mother, she's surrounded by creatures that divide and consume the living. As the city collapses, Elliot's broadcast becomes the last thread connecting the survivors—and their only hope of fighting back.

Now, with the station under siege, Elliot must decide what kind of man he really is. Because these creatures don't just hunt sound—they weaponize it.

And if we stay divided, we die.



The Creature...

THEY SOUND LIKE US.
THEY KNOW YOUR NAME.
AND ONCE YOU'RE ALONE—YOU'RE ALREADY DEAD.

They don't just hunt. They manipulate. These creatures move through the dark, clicking softly—using sound to map the world around them. Every breath. Every heartbeat. Every panicked step. But they don't strike right away. They wait.

They watch. They listen. They learn.

Tall and impossibly still, they press into doorframes and shadowed trees, limbs folded tight—just human enough to make you doubt what you're seeing. Then you hear it. A voice. Familiar. Calling your name from the dark. That's how they divide you. They mimic the people you love. The wounded. The missing. The ones you'd do anything to save. And the moment you're alone—they unfold. Fast. Silent. Wrong. They don't kill right away. They start feeding. While you're still alive. While you're still screaming. And if anyone is left to hear you... The creatures will, too. Because these monsters don't just stalk sound—

They weaponize it.

Characters



Elliot Graves

A bitter, late-night radio host in Las Vegas, Elliot Graves trusts no one and survives by staying angry. But when terrifying creatures descend and his broadcast becomes the last hope for the living, he's forced into a role he never wanted: leader. As he guides survivors—including his estranged daughter—Elliot's isolationist worldview begins to crack. His voice, once fueled by paranoia, becomes a source of unity. In the end, he doesn't just help others survive—he gives them something to believe in.



Sophia Moreno

Raised in the structure of the LDS Church, Sophia walked away—and lost her family in the process. Since then, she's relied on control, perfection, and distance to survive. But as the world collapses and nothing makes sense, her grip begins to break. Forced into the spotlight, Sophia discovers that real connection doesn't come from certainty, but from vulnerability. When she finally speaks her truth on-air, she stops being alone—not by going back to the family that left her, but by choosing a new one.



Jamie Cruz

Jamie masks trauma with charm, deflection, and a joke always at the ready. But beneath the banter is a man carrying deep wounds—loss, guilt, and a quiet understanding that the world doesn't care who it breaks. Unlike Elliot, Jamie doesn't rage against the system. He survives in spite of it, making himself useful, staying small. But when the moment comes, he doesn't run. Jamie chooses to hold the line, sacrificing himself so others can live. In the end, the one who always said he wasn't a hero becomes exactly that.

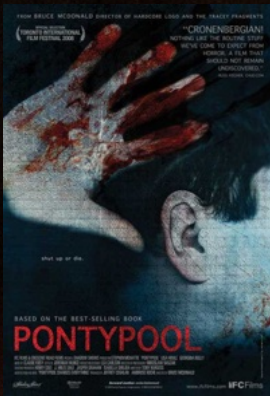
Comparison Films

A Quiet Place



The Last Broadcast builds on the sound-based terror of *A Quiet Place*, but with a chilling twist—these creatures don't just hunt noise, they mimic human voices to divide, isolate, and consume their victims. Where *A Quiet Place* delivers primal, instinct-driven horror, *Broadcast* adds psychological dread, turning trust and communication into weapons. It's not just what you hear that kills you—it's who you think is saying it.

Pontypool



Mirrors *Pontypool* in its structure and intensity, unfolding in real time from inside a radio station as chaos spreads outside. Like *Pontypool*, it turns broadcast media into both a lifeline and a trap—where the booth becomes ground zero. But instead of weaponizing language, *Broadcast* explores how communication is manipulated—how the wrong voice at the wrong time can get you killed. Both films transform sound into suspense and make a radio host humanity's unlikely last defense.

The Vast of Night



Shares atmospheric and tonal DNA with *The Vast of Night*, grounding suspense in analog tech, intimate spaces, and eerie late-night transmissions. Like *Vast*, it uses radio as a haunting conduit between the known and unknown. Where *Vast* builds tension through mystery and curiosity, this story drives deeper into terror—making sound itself the monster. Both thrive on minimalism, dread, and the isolating quiet of voices reaching into the dark.


A woman with long dark hair is shown in a dark, confined space, possibly a closet or a narrow hallway. She is crying, with her face wet with tears and her expression one of intense fear and distress. Her hands are pressed against a dark surface, likely a door or a wall. A vertical strip of bright red light illuminates the left side of her face and the wall behind her, creating a stark contrast with the surrounding darkness. The overall mood is one of horror and suspense.

One last broadcast. One last chance to unite.

The voice in the dark... It's hunting.

When we stand apart, we fall together.

He was just a voice in the night—until the world went dark.

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- RULE #1: GET INSIDE. LOCK YOUR DOORS. BARRICADE THE WINDOWS
- RULE #2: SOUND IS YOUR ENEMY— IF THEY HEAR YOU— THEY HUNT
- RULE #3: THEY SEE WITH SOUND, THEY CLIMB
- RULE #4: IF THE CUCKING STOPS, THEY'VE FOUND SOMETHING.
- RULE #5: THEY'RE HUNTING PEOPLE— DON'T LOOK LIKE ONE. HIDE YOUR OUTLINE. CHANGE YOUR SHAPE
- RULE #6: NEVER GO ALONE.
- RULE #7: STAY TOGETHER.

Why this film?

Because this isn't just another monster movie. It's a story about isolation, connection, and the voices that shape how we see the world—both human and inhuman. It's a film that weaponizes sound, not just for scares, but for meaning. It asks what we believe when we're alone. Who we trust when every voice sounds familiar. And what it takes to stop listening to the lies—and start listening to each other. When the signal fades and the monsters close in, what's left isn't just survival. It's what we choose to stand for. It's the last voice on the air. And it still matters.