

Rennes - France
 Auburn - U.S.
 Simbirsk - RUS.
 Pskov - RUS.
 Tobolsk - RUS.
 Rym - RUS.
 Wilno - RUS.
 Joliet - U.S.
 Oakalla - CUBA
 Botet - U.S.
 Folsom -

written by

- BETHLEHEM
 Vincenzo Natali ASULUM

&
Andre Bijelic

- CHILLON PRISON - SWITZERLAND
 - BRIDWELL - WORKHOUSE (1557)
 LONDON

PENON

- AUBURN - NEW YORK 1868
Prisons

- JOLIET
PENITENTIARY - ILLINOIS
1850

- CLINTON PRISON - NEW YORK

- MCKEN
ISLAND - NEW YORK

- LEAVENWORTH

- KULANI PRISON - HAWAII

- DARTMOON - PORTSMOUTH
ENGLAND
1848

- FOLSOM PRISON

- "CLINK" PRISON (ANTI-
WALL
LONDON)

(12TH
century
- 1780)

- BRIXTON PRISON (1821)

Quentin
 Riker
 Worth
 Leavenworth

Morris =
 Arnold =
 Ford =
 Ellis =
 Egan =

First Revision
 July 23, 1994

Brixton
 Pen

Morris = NA.

Arnold = Arnold Schwarzenegger

Quentin = Woody Allen

Ford = Harrison Ford

Worth = ~~Bob~~ Humphrey Bogart (Casablanca)

Riker = Michael Biehn (The Abyss)

Ellis = Jeremy Irons (Ransom of Fortune)

Leaven = Robin Williams (Awakenings)

Egon = ~~Rein~~ Dustin Hoffman (Rain Man)

~~Arnold = Schwarzenegger~~

~~Quentin = Woody Allen~~

~~Ford = Harrison Ford~~

~~Worth = Bogart (Casablanca)~~

~~William Holden (Stalag 17)~~

~~Riker = Michael Biehn (Abyss)~~

~~Ellis = Jeremy Irons (The Jewel of the South)~~

~~Levin = Howard Hughes (G) -~~

~~Egon = Rain Man~~

~~= Morris~~

~~= Arnold~~

Quentin = Quentin

Worth = Worth

Leaven = Leven

Riker = Riker

Holloway = Ford

Kazan = Egon

= Ellis

CUBE

FADE IN:

INT. CUBE 1

A perfectly square, empty room. Each wall metallic, textured and symmetrical - ten feet in length and width. Embedded in its centre is a sliding door, framed by a bright, tubular light.

The ceiling door opens. A MAN drops through, hitting the ground with a painful THUD. He slowly regains consciousness. He is pale and gaunt, his hair closely cropped. He wears a loose fitting uniform - cloth shirt, pants, and a pair of boots.

The man sits up, weakly. A tag on the shirt identifies him as MORRIS. He looks about, taking in his surroundings. Something catches his eye.

A series of numbers engraved in the walls.

Morris stands, steps to the nearest engraving, studies the numbers intently, but can't decipher their meaning. He turns his attention to a door, walks toward it.

Morris grips the handle. He hesitates, gathers courage, forcefully slides it open. He looks inside.

INT. CUBE 2

An identical room.

INT. CUBE 1

Morris steps to another door, opens it, sees another cube room. He repeats the process with the remaining doors, to the same result. He stops in the centre of the room, puzzled. Morris chooses a door, opens it.

INT. CUBE 2

Morris pokes his head inside. He cautiously enters, looks around.

The engraved numbers on the walls are different.

Morris moves to a door, grabs the handle. Just then, he hears a low RUMBLE, like distant thunder. Morris recoils, but the sound soon passes. He opens the door, peers inside.

INT. CUBE 3

Morris enters, more relaxed and confident. He takes a few steps forward, then freezes dead in his tracks. Simultaneously, a TEARING sound is heard.

Morris stands there, stunned. A criss-cross grid pattern of blood gradually spreads across his face and body. Morris has just been sliced into small cubes. Bits of his face begin sliding off his head - an ear first, then an eye. His body literally falls apart, collapsing in on itself, like a building under demolition.

A bloodstained net of ultra-thin, razor-sharp wires retracts to its original position.

FADE OUT

TITLE OVER:

CUBE

Blackness.

SOUND of a THUD, followed by a GROAN, SHUFFLING, and SLIDING DOORS.

FADE IN:

INT. CUBE 4

Another room. Its occupant, ARNOLD, stands by an open door in the floor. He is in his mid-thirties, with strong features and a muscular build. He sports the same uniform and short hair as Morris, but his movements are more purposeful and confident.

INT. CUBE 5

Arnold jumps in, moves through the room, senses alert. He hears a distant RUMBLE, notes it, tries to determine where it's coming from. He opens a door.

INT. CUBE 6

The room is empty. Arnold peers through the open doorway, takes a step inside.

Suddenly, five hooked chains erupt from the walls, shoot toward him.

Arnold leaps out of the way, but he's not fast enough. One of the hooks pierces his shoulder. He tries to wriggle free, to no avail. The chains begin retracting.

Arnold throws himself backward, freeing himself by tearing the hook from his flesh.

INT. CUBE 5

Arnold falls back into the room, collapses on the ground. The door

slides shut.

Arnold sits up, leans against the wall, wincing in pain. He removes his shirt, tears a strip of cloth, fastens it around the wound. He shuts his eyes, rests his head on the wall.

DISSOLVE TO:

INT. CUBE 5 - LATER

Arnold opens his eyes. He stands, moves to another door, grabs the handle.

QUENTIN (O.S.)

Hey!

Arnold turns around, examines the apparently empty room.

QUENTIN (O.S.)

Higher...

Arnold looks up, notices QUENTIN, hanging upside down from the ceiling doorway.

QUENTIN

Guess this one's safe...

Quentin tosses one of his boots inside, leaps into the room. He's also uniformed, about thirty, small and wiry, with rodent-like features. His speech and gestures are rapid, edgy and nervous.

QUENTIN

Man, I'm glad to see you. I was beginning to think I was the only guy in this hole.

Quentin collects his boot, holds it in his hand. Arnold approaches him.

ARNOLD

I was beginning to think I was dead.

QUENTIN

Name's Quentin by the way...

Quentin reads Arnold's name tag.

QUENTIN

...Arnold.

ARNOLD

What the hell is this place?

QUENTIN

Beats me, man. I was going to ask you the same thing...It's not like any prison I've ever seen, and I've seen a lot of them, ~~let me tell~~ you. There's nothing here. No locks. No guards. No food. No water...

ARNOLD

No exit?

QUENTIN

Well, I sure haven't seen it. There's nothing but these rooms. I'm telling you, I've busted out of six prisons, but this place...it scares the hell out of me.

ARNOLD

Maybe it's not a prison. Maybe it's a death sentence.

QUENTIN

Yeah, well it's not gonna to be mine. If there's a way out of here, I'm gonna find it:..Hey, how long can you go without food or water, anyway?

ARNOLD

A week...maybe.

QUENTIN

That's just great. Better keep moving then. I don't even know how long I've been in this hole.

ARNOLD

About ten hours.

QUENTIN

Yeah? How do you know?

Arnold rubs his beard.

ARNOLD

Five o'clock shadow.

QUENTIN

How about these...?

Quentin indicates the doors.

QUENTIN

Try any of these yet?

Arnold points.

ARNOLD

Just that one...

Quentin notices Arnold's wound.

QUENTIN

Boobytrapped?

Arnold nods.

QUENTIN

Yeah. I had a nasty run in with one of those things myself...

Arnold spots a large, bloody gash just above Quentin's knee.

QUENTIN

...Almost lost a leg.

ARNOLD

How many rooms have you passed through?

QUENTIN

About twelve.

ARNOLD

How do you move without getting yourself killed?

Quentin holds up his boot.

QUENTIN

You get the boot.

INT. CUBE 7

The ceiling door slides open. Arnold and Quentin peer inside, framed in the doorway.

QUENTIN

It's weird. Some rooms are trapped, some aren't. There's no way to tell. The only good thing is you can't spring a trap just by opening the door. You have to go inside...That's where the boot comes in.

Quentin holds his boot by the lace, slowly lowers it into the room.

ARNOLD

Good idea.

QUENTIN

Yeah, well it's a little crude, but it gets the job done pretty well.

The boot descends into the room. Instantly, it's skewered by five metal darts.

INT. CUBE 5

Arnold and Quentin lie by the door. Quentin reels in the boot. He passes it to Arnold, who examines it, licks his finger, touches a dart. The moisture sizzles on the hot metal.

ARNOLD

Impressive.

QUENTIN

Yeah. Great little death trap, isn't it?

Arnold puts down the boot.

ARNOLD

It's not a death trap.

QUENTIN

Well, you could've fooled me.

ARNOLD

It's a game. If they wanted to kill us, we'd be dead already.

QUENTIN

Maybe. But they're making up the rules. Every trap is different. Darts, hooks, gas, whatever. What's worse is, you never know when you'll spring one of the damn things. Some ~~spring~~ as soon as you cross the doorway. Some when you touch the floor. Some don't do anything until you're halfway through the room.

ARNOLD

What about the triggering mechanisms?

QUENTIN

They're all different, too. Some detect light. Some heat. Some motion. You name it.

ARNOLD

So the boot doesn't always work.

QUENTIN

No. That's the problem. You've gotta use your instinct. If I get a bad feeling about a room, I avoid it.

ARNOLD

Which direction are you moving in?

QUENTIN

Beats me, man. It's impossible to tell. I just avoid the trapped rooms. It takes a while, you know. Sometimes you get four trapped rooms in a row.

ARNOLD

Any pattern to them?

QUENTIN

Not that I can find.

Arnold stands.

ARNOLD
(sarcastic)

Terrific...

Quentin stands.

QUENTIN

Now what?

ARNOLD

Now we move. If there's a way in here, there must be a way out.

QUENTIN

Hey, listen, I don't mind you tagging along, but since I'm the one doing most of the work, I think you should be the one to go through the rooms first.

Arnold considers it.

ARNOLD

All right. But we use your boots.

QUENTIN

Yeah. Okay.

Arnold moves to an untried door.

ARNOLD

How about this one?

QUENTIN

Whatever. We don't know where we are and we don't know where the hell we're going. What difference does it make?

Quentin joins him by the door. Arnold slides it open.

INT. CUBE 8

Quentin crouches in the doorway. He carefully examines the room. His eyes search the walls, he listens intently, sniffs the air. Then he takes the boot, casts it like a fishing line.

The boot hits the floor, bounces and comes to a rest. Nothing happens.

Quentin waits a moment, then pulls the boot in, dragging it along the floor. He turns to Arnold.

QUENTIN

Well, man? You're up.

Arnold cautiously steps in the room, crosses to the opposite door. He stops, motions for Quentin to follow.

Arnold examines a set of numbers engraved in the wall. He hears a sudden SLAM.

Arnold spins around, but it's just the door sliding shut after Quentin.

QUENTIN

Sorry, man.

ARNOLD

What do you think these numbers mean?

QUENTIN

Yeah. I noticed those myself. I don't know. Cell numbers? Serial numbers, maybe?

ARNOLD

They're different in every room. They're awfully big for cell numbers.

Quentin moves to the nearest door.

QUENTIN

I don't know. Forget it, man. We're wasting

time.

ARNOLD

This means something...

Quentin opens the door.

QUENTIN

Yeah, well, when you figure it out, let me know.

INT. CUBE 9

The boot falls to the floor. Nothing happens.

Arnold and Quentin stand in the doorway. Quentin retrieves the boot.

Arnold takes a few steps inside. A distant RUMBLE emanates from somewhere inside the structure. Arnold stops, turns to Quentin.

ARNOLD

That sound again.

QUENTIN

Yeah. Sounds like thunder.

ARNOLD

It seemed closer this time.

Arnold moves to the end of the room.

QUENTIN

What do you think it is?

ARNOLD

I don't know. It seems to come at regular intervals. Probably mechanical. Maybe it's a ventilation system.

QUENTIN

You think so? Well, find me a vent and I'll get us out of here.

INT. CUBE 10

The door opens. Quentin peeks inside, inspects the room. He casts the boot. Nothing happens. Arnold steps up to the doorway.

INT. CUBE 9

Quentin grabs Arnold's arm.

QUENTIN

Wait, wait, wait...

ARNOLD

What?

QUENTIN

Just a hunch...

Quentin leans in, sniffs the air.

QUENTIN

Smell that?

Arnold sniffs.

ARNOLD

Smell what?

QUENTIN

Smell's tangy.

Quentin unfastens Arnold's bandage. Arnold winces.

ARNOLD

Hey! What are you...?

QUENTIN

Watch...

Quentin flings the bandage inside.

INT. CUBE 10

The bandage sails through the room. Suddenly
explodes from the walls, incinerating the

INT. CUBE 9

Arnold turns to Quentin, impressed.

ARNOLD

How did you know about that?

QUENTIN

I've been around. It's triggered by a chemical
that picks up your skin's scent...I've seen it
in other security systems. The only giveaway
is that you can smell the stuff if the space
is small enough.

MORE TECHNICAL

REVEALANT.



ARNOLD
Better try another door.

Quentin moves to another door. He pitches the boot into the adjacent room.

INT. CUBE 11

The boot soars through the room. Suddenly, a pair of spiked poles swing from the ceiling and collide, sandwiching the boot. They retract, causing the impaled, flattened boot to fall to the ground. *2 MORE SWEET TRAP.*

INT. CUBE 9

Quentin retrieves the boot. The door slides shut. *(VENUS FUN TRAP TRAP?)*

ARNOLD
Better try a detour.

They start moving toward the next door.

FORD (O.S.)
Hey! Anyone out there!

Arnold and Quentin stop, return to the doorway. Quentin opens the door. They look inside.

INT. CUBE 11

FORD, another prisoner, waves to them from the entrance at the opposite end of the room. He is in his late-thirties, medium height and build. He has intelligent eyes and a thoughtful expression.

FORD
Hey! Over here!

Ford steps inside the room.

INT. CUBE 9

Arnold shouts to him.,

ARNOLD
Stop!

INT. CUBE 11

Ford stops, moves back inside the doorway.

ARNOLD
Bad idea. Unless you want to end up like a piece of swiss cheese.

FORD

Thanks...Name's Ford.

ARNOLD

Arnold and Quentin. Stay there. We'll come to you.

Quentin shuts the door.

INT. CUBE 9

Quentin turns to Arnold.

QUENTIN

Listen, man. I don't know if taking this guy with us is such a great idea. We don't have a lot of time. The more of us there are, the slower we move. It makes it a lot easier to screw up.

ARNOLD

Wrong. The more of us there are, the more we can help each other. Besides...

Arnold holds up the remains of the boot.

ARNOLD

...we need his boots.

Quentin thinks it over.

QUENTIN

Okay...How do we get to him?

ARNOLD

From below.

INT. CUBE 12

The boot descends into the room, touches the floor. Nothing happens.

INT. CUBE 9

Quentin turns to Arnold.

QUENTIN

Your move.

Arnold lowers himself into the room.

INT. CUBE 12

Arnold hangs from the ceiling, jumps into the room.

ARNOLD

One down...

Quentin leaps in after him.

INT. CUBE 13

The boot lands without effect. Arnold and Quentin enter.

ARNOLD

Two down...

They cross to the far door, open it.

CAN A BOOT
BE ELECTRIFIED?

INT. CUBE 14

Quentin casts the boot. It lands, triggering an explosion of sparks and black smoke.

INT. CUBE 13

Quentin pauses, pulls the boot back in. It's a shapeless, bubbling blob.

QUENTIN

So much for three.

ARNOLD

You're losing your sole.

QUENTIN

(resigned)

Well, that's that. Let's try another route.

Quentin rises, turns to leave. Arnold grabs him.

ARNOLD

Wait a minute...

Arnold leans through the doorway, looks to the ceiling.

ARNOLD

Hey, Ford! Open up!

INT. CUBE 14

The ceiling door opens. Ford peers in.

FORD

Boobytrap?

ARNOLD

Electrified...We need your help.

Arnold climbs onto the ledge of the door.

QUENTIN

Oh, man. You're not gonna...?

ARNOLD

...Jump it.

QUENTIN

You're nuts. You won't make it.

ARNOLD

No problem. Besides, you'll catch me if I miss, right Ford?

FORD

You got it.

Ford lies flat on his stomach, extends his arms through the doorway.

ARNOLD

Here. Catch.

Arnold throws what's left of the boot up to the ceiling. Ford catches it, places it in his room.

ARNOLD

Okay. On three. Ready? One...Two...Three!

Arnold leaps to the ceiling, falls just short. Ford lashes out, grabs him by the wrists.

ARNOLD

Nice catch.

Ford pulls him up. Arnold grips the door frame with both hands, hauls himself up to the room above.

INT. CUBE 15

Ford helps Arnold into the room.

ARNOLD

One more time.

INT. CUBE 14

Arnold pokes his head through the doorway, looks to Quentin.

ARNOLD

Your turn.

QUENTIN

No way, man. I'll get there my own way,
thanks.

INT. CUBE 13

Quentin turns to leave. He stops, suddenly upset. He looks down to his bare feet.

QUENTIN

Damn it!

INT. CUBE 14

Quentin leans in, looks to the ceiling.

QUENTIN

Hey, Arnold!

Arnold pokes his head inside.

QUENTIN

Where's the boot?

ARNOLD

Up here.

QUENTIN

I need it, man.

ARNOLD

Sure. Come and get it.

QUENTIN
(muttering)

Bastard...

Quentin steps to the ledge of the doorway.

QUENTIN

You better not miss...

ARNOLD

Ready? On three. One...Two...Thr...

Quentin jumps too soon, misses the ceiling by a foot.

INT. CUBE 15

Arnold leaps through the doorway to catch him, falls out the room. Simultaneously, Ford swings around, grabs Arnold by the ankles.

INT. CUBE 14

Arnold grasps Quentin's arm. Quentin is suspended just inches off the ground.

INT. CUBE 15

Ford struggles to haul Arnold inside, but it's no use. He can only barely manage to hang on.

INT. CUBE 14

Arnold strains to reach Quentin's other arm.

ARNOLD

Quick! Give me your hand.

Quentin swings his free arm around. Arnold grips it.

INT. CUBE 15

Ford loses his balance, slides a few inches, jams his feet in the door frame to stop.

INT. CUBE 14

Quentin slips another inch. Sweat drops from his brow, sizzling on the floor below.

ARNOLD

Pull yourself up! Come on! Do it!

Quentin tries drawing himself up, but can't.

INT. CUBE 15

Ford struggles to hold onto Arnold.

FORD

Hurry up! I can't hold on much longer.

INT. CUBE 14

With tremendous strength, Arnold raises his upper body, pulling up himself and Quentin. The door frame is now within Quentin's reach.

He lets go of Arnold, grabs the frame, starts pulling himself in.

INT. CUBE 15

Quentin is halfway in the room. He smiles in relief.

QUENTIN

Made it!

Just then, Ford falls back, holding Arnold's empty boots.

INT. CUBE 14

Arnold drops a few feet, grabs onto Quentin's leg. Quentin tumbles out of the room, barely holds onto the door frame.

QUENTIN

Let go! You'll kill us both!

Ford extends his arms through the doorway.

FORD

(to Arnold)

Grab onto me!

Arnold swings his body over, lets go of Quentin, clasps onto Ford.

INT. CUBE 15

Quentin drags himself up into the room. He collapses, exhausted. Ford struggles to pull in Arnold.

FORD

Hey! I could use a little help here...

Quentin weakly joins Ford. Together, they yank Arnold into the room. They lie on the floor for a moment, breathless.

ARNOLD

See. That wasn't so bad.

QUENTIN

Remind me not to save your neck next time.

They sit up.

ARNOLD

Nice work, Ford.

FORD

Thanks.

QUENTIN

You know anything about this place?

FORD

I was hoping you guys did.

QUENTIN

Man, all I know is I'd rather be somewhere else.

ARNOLD

Have you seen anyone else in here?

FORD

No. You're the first. I was starting to think I'd die all alone.

ARNOLD

Sorry to disappoint you, but we're getting out of here.

FORD

Yeah? How?

QUENTIN

Well, that's the part we haven't quite figured out yet.

ARNOLD

We keep moving in one direction until we find out more about this place.

FORD

Isn't that a little dangerous?

ARNOLD

There's no alternative. There's no food or water in here. If we stay in one place, we're dead. If we move, we might find a way out. It's not much of an offer, but you're welcome to join us. We could use a man like you.

FORD

Okay. Count me in.

WIPE TO :

INT. CUBE 16

The boot drops to the floor without incident.

Arnold, Quentin and Ford pass through the doorway. Arnold moves to the door in the floor.

QUENTIN

Wait a minute, man. Let's take a break. I'm wiped out.

Quentin plops down on the floor.

ARNOLD

All right. But only for a few minutes.

Arnold and Ford sit, lean against a wall.

FORD

Hey, Quentin. How come you know so much about these traps?

QUENTIN

I used to keep up with the latest advancements in security systems. I had to.

ARNOLD

What are you in here for?

QUENTIN

Burglary.

ARNOLD

That's all?

FORD

What did you steal?

QUENTIN

Information.

ARNOLD

What kind of information?

QUENTIN

State documents.

ARNOLD

Oh, a radical.

QUENTIN

Not me, man. I'm not very politically minded. Strictly freelance.

FORD

What about you, Arnold?

ARNOLD

I was a mercenary.

THIS WOULD
BE STRANGIER

↓

more

MAKING BACKSTORIES
SHOULD BE MORE
SPECIFIC. IE. GIVE
NAMES OF ORGANIZ-
ATIONS, PLACES.

FORD
Anti-government, obviously.

Stronger

ARNOLD
I'm like him. I did it for cash, not a cause.

FORD
Maybe. But they would've paid you more to switch sides.

ARNOLD
I don't go back on a deal. I have a reputation to think about.

FORD
Well, it looks like we all have something in common.

QUENTIN
Why? What'd you do?

FORD
I ran a newspaper. It must've scared some pretty powerful people. Looks like we all made it onto their least desirable list.

*MAURE THERE
IS SOME POLITICS
ON IDEOLOGICAL
FRUITION HERE.
(IE BETWEEN ARNOLD, THE*

ARNOLD
I'm flattered...

*MENGENAM WHO WILL
FIGHT FOR ANY SIDE &
FORD WHO IS A
REVOLUTIONARY WITH A
CAUSE.*

Arnold stands.

ARNOLD
Come on. We have to keep moving.

INT. CUBE 17

Arnold springs into the room from the ceiling door. Ford and Quentin follow suit.

FORD
How many does that make?

QUENTIN
Twenty-four.

ARNOLD
No. Twenty-three.

QUENTIN
Yeah, yeah. Whatever. Anyway, it's a lot. This place must be huge. There's no end in sight.

ARNOLD
It might seem bigger than it really is. We
have to keep making detours to go in a
straight line.

+ INTNS.
NOTION OF
EDGE

Quentin kneels by a door, readies the boot. He glances inside.

INT. CUBE 18

The door at the far end of the room slides open.

INT. CUBE 17

Quentin turns to Arnold and Ford.

QUENTIN
Hey, look.

Arnold and Ford join him, nudge their heads through the doorway.

INT. CUBE 18

WORTH, a younger prisoner, steps inside. He looks up, sees them, waves.

WORTH
How's it going?

ARNOLD
Welcome to the party.

Worth moves through the room, toward the others.

Quentin senses something's wrong.

QUENTIN
Stop!

Worth freezes. Looks around.

WORTH
Why? What?

QUENTIN
In front of you...

Worth squints to see: a wall of thin, vertical wires directly in front of him.

ARNOLD
Get out!

Worth turns, but another wall of wires materializes behind him. They encircle him like a curtain.

QUENTIN

It'll cut you to pieces. Move!

The wires twist around each another, forming a mesh pattern. Worth spots a rapidly shrinking space between them.

With only seconds to spare, Worth dives through the opening. He rolls out of the way just as the wires twist into a tight knot.

INT. CUBE 17

Arnold and Quentin help Worth into the room. Worth rests on the floor. He glances at his arm. It has a long narrow cut in it from the wire.

Ford sits beside Worth, examines the wound.

FORD

That's a nasty cut you've got there.

Ford tears a piece of cloth from his shirt, expertly bandages the wound.

WORTH

You a doctor?

FORD

Army medic in another life. Name's Ford...That's Arnold. Quentin.

WORTH

Worth.

ARNOLD

Impressive escape.

WORTH

Thanks for the help. I'm lucky I ran into you guys. That's the first bit of luck I've had in a long while.

ARNOLD

You know anything about this place?

WORTH

Nope. Only that you have to watch where you step.

FORD

Thanks. But we managed to figure that one out on our own.

WORTH

Where are you guys headed?

QUENTIN

With a little luck, towards the exit.

WORTH

What makes you think there is one?

FORD

Hope.

WORTH

That's not much to go on.

ARNOLD

Right now, it's all we've got.

WORTH

I wish I had some. I've got a bad feeling about this place.

ARNOLD

You can join us. You look like you can handle yourself pretty well.

WORTH

So I can either sit here alone and wait to die, or I can go with you and get cut to pieces trying to escape?

ARNOLD

Right.

WORTH

That's not much of an offer.

ARNOLD

It's the only one you get.

WORTH

All right. I'll take it.

ARNOLD

One more thing. We need your boots.

Worth looks puzzled.

WORTH
My boots?

WIPE TO:

INT. CUBE 19

Arnold cautiously crosses to the far end of the room, motions to the others.

Ford, Quentin and Worth follow. Arnold walks to the far door, Quentin to the side door. Arnold turns to Quentin.

ARNOLD
What are you doing?

QUENTIN
What do you think? I'm gonna check the next room.

ARNOLD
That's not the next room...

Arnold points to the door in front of him.

ARNOLD
...This is the next room. We have to go left again to get back on course.

QUENTIN
What're you talking about? We've been on course for the past three rooms.

FORD
Three rooms ago we went through the floor.

QUENTIN
Yeah. Then we went across and up.

ARNOLD
Right. But we haven't gotten back on track since the last detour. Right, Worth?

WORTH
Don't look at me. I'm staying out of this one.

QUENTIN
Well? What now?

ARNOLD
We go your way.

QUENTIN

You sure?

ARNOLD

No. But do it anyway.

Quentin opens the door and casts the boot.

ARNOLD

Look, we have to pay attention to where we're going, otherwise we'll end up moving in circles. Ford, you keep track of our direction. Worth, you double check...

FORD

Right.

Worth nods.

ARNOLD

...And Quentin, you...

Arnold looks to the door. Quentin is nowhere in sight.

ARNOLD

Quentin?

Arnold runs to the door, opens it, looks inside.

INT. CUBE 20

Quentin lies face down on the floor, squirming in pain.

INT. CUBE 19

Arnold stares at Quentin, puzzled.

ARNOLD

What the...?

Instantly, a pair of hands come into view, yank Arnold inside.

INT. CUBE 20

Ryker, a scrawny but very intense prisoner, pulls Arnold into the room. He slams his fist in Arnold's face, expertly flips him to the ground.

FORD (O.S.)

Hey! Over here!

Ryker turns to see Ford's fist coming right at him. The blow

connects squarely with Ryker's jaw.

Ryker rapidly regains his senses, jabs Ford in the stomach and trips him.

Arnold rises, flings Ryker around, forcefully punches him in the stomach.

Worth pokes his head through the doorway, sees the fight, retreats back inside.

Ryker, winded from the blow, stumbles back, then regains his guard. He takes a step toward Arnold, hesitates, then backs off.

Arnold grabs Ryker by the shirt, swings back his fist, stops. He pushes him away.

Ryker stumbles back, leans against a wall. He seems very calm now, yet still capable of explosive and sudden violence.

ARNOLD

What the hell do you think you're doing?

RYKER

Defending myself.

Ford weakly stands, helps up Quentin.

ARNOLD

Against what?

Worth peeks in, observes things have calmed down, steps inside.

RYKER

Anything...

Ford, Quentin and Worth join Arnold.

ARNOLD

Look at us. Look at the way we're dressed.
We're prisoners here, too.

RYKER

I don't know what you are...All I know is the
only way I'm getting out of here alive is by
not taking any chances.

ARNOLD

All right. Forget it. Let's start over. Who
are you?

RYKER

Ryker.

ARNOLD

Arnold...Well, Ryker, this place is enough to drive anyone crazy. We're all looking for a way out. We can stay here and fight each other until we're all dead, or we can work together to find a way out. You're best chance of getting out of here is to come with us. What do you say?

RYKER

I work alone.

ARNOLD

Then go your own way. Do whatever doesn't matter to me. But the more we are, the more we can find our place. And the more we know about the better our chances are of ge

Ryker considers the offer.

RYKER

Okay. I'll go your way...for a w

THIS INTERACTION
COULD BE
STRONGER

- BETTER
TRANSITION.

INT. CUBE 21

Quentin hunches by the door. Arnold and Worth joins them.

Ryker relaxes in the background, waiting for them to finish.

WORTH

Bringing this guy with us is crazy. He's a psycho.

ARNOLD

He's a professional. A trained assassin. And I'll bet he's very good at it.

QUENTIN

What did you bring him along for?

Quentin tosses the boot into the next room.

ARNOLD

He's tough and strong. Definitely a survivor. He could be useful.

* MAYBE
RYKER
TELLS HIS
BACKSTORY
HERE.

< WORTH:

EXPLAIN MY
POINT.

4

FORD

If you can control him.

Quentin turns to the others.

QUENTIN

Okay. It's clear.

Quentin retrieves the boot.

ARNOLD

Don't worry about it. I know his type. Leave it to me.

Arnold steps through the doorway.

INT. CUBE 22

Arnold traverses the room, signals for the others to follow.

Quentin, Ford, Worth and Ryker enter. Quentin moves to the floor door. He slides it open.

QUENTIN

Arnold! Look at this.

Arnold kneels beside him, looks inside.

INT. CUBE 23

An unconscious PRISONER lies face down on the floor.

Arnold jumps into the room. He moves to the prisoner, turns him over. He is older than the others, about sixty. The man has a large bruise on his skull.

Arnold looks to the ceiling.

ARNOLD

Ford! Get down here...

Ford pokes his head through the door, leaps in. He joins Arnold, checks the man's breathing.

ARNOLD

Is he dead?

FORD

No. He's breathing. His pulse is faint, but steady.

Quentin and Worth jump in the room.

* MAURIE WE GO TO
RYKER HERE - WATCHING
THEM TALK ABOUT HIM.

* MAURIE ARNOLD DOES
HIS "I-UP FIRST OTHER
SPEECH" HERE

RYKER:

"DON'T WORRY
THE ONLY MAN
WHO HAS TO
FEAR ME IS
ONE WHO PUT
ME IN HERE"

TOUCH OF IRONY
SINCE RYKER
DESTROYS MOST OF
THEM.

ARNOLD

What's his name?

Ford reads the name tag on the shirt: ELLIS.

FORD

Ellis.

Ford examines the bruise.

FORD

He must've landed on his head when he fell in.
It knocked him out. Looks like he's got a
concussion.

Ryker jumps inside.

QUENTIN

Too bad. Come on, let's keep moving.

ARNOLD

Wait a minute...What about him?

RYKER

What about him?

ARNOLD

We can't just leave him here. He'll die.

RYKER

Better him than us.

QUENTIN

So what do you wanna do? Wait here till he
comes to?

ARNOLD

No...We take him with us.

QUENTIN

Are you nuts? You wanna drag him all the way?

ARNOLD

Worth and Ryker, make yourselves useful.
You're not doing much. Carry him.

RYKER

This is a bad idea. He's gonna slow us down.

ARNOLD

Ford?

FORD

Under ideal conditions, we wouldn't move him for a while. But these are hardly ideal conditions. If we don't take him with us he'll die for sure.

QUENTIN

Come on, man. Be reasonable. I the guy, but this...

ARNOLD

He's coming with us. Any one wh it is free to go their own way.

Silence.

ARNOLD

Good...Ryker, carry the top ha bottom.

Ryker and Worth reluctantly pick up Ellis

INT. CUBE 24

The boot falls to the floor. Quentin reels it in.

QUENTIN

It's safe.

Arnold enters, crosses the room, waves to the others.

Quentin follows, Ford right on his heels. Ryker and Worth stumble through the door, carrying Ellis.

DISSOLVE TO:

INT. CUBE 25

Arnold moves through the room, followed by the others. Worth and Ryker struggle carrying Ellis. They all look exhausted. Their eyes are bloodshot, their skin cracked. Their beards have grown another inch.

ARNOLD

Let's take a break.

Worth and Ryker drop Ellis. He collapses to the ground with a THUD.

ARNOLD

Gently...

They sit on the floor, relax.

NEED MORE
RESISTANCE ON
A REASON ~~OTHER~~
WITH THERE IS IT
MORE RESISTANCE

↓
MAYBE FORD
OFFERED TO CARRY
HIM

* THIS IS THE FIRST
SUBSTANTIAL LAPSE IN TIME

* SOME CONFESSION
HERE ABOUT THIRST
& HUNGER

ARNOLD
...That's another thirty-two

QUENTIN
And no end in sight.

WORTH
Ford, you're a doctor. How m
go on like this?

FORD
It's hard to say. We've prob
about a day and a half. Nor
about three or four days w
under these conditions...
physical exertion, stress...
right for another day and a half.

ARNOLD
We've already covered about sixty rooms in
total. That means we can cover another sixty.

FORD
Not quite. We won't be able to keep up this
pace.

ARNOLD
Hopefully, we'll reach the edge by then.

WORTH
(sarcastic)
Wonderful. A whole day and a half. What if we
don't reach the edge by then?

ARNOLD
(irritated)
What if we don't? What's your option? You want
to sit in here and die of thirst or
starvation?

WORTH
Don't you get it? We're already dead. We were
dead the moment they dropped us in here. Who
says there's a way out. For all you know, we
could be moving in circles.

ARNOLD
We're not moving in circles...

RYKER
What makes you so sure?

MIGHT BE A GOOD
PLACE TO COMPLAIN
ABOUT THIRST &
HUNGER.

Should
check this

ARNOLD

(points to the wall)

I've been keeping track of those numbers. They're all different. We're moving in a straight line.

QUENTIN

More or less...

WORTH

So what? Maybe we're moving away from the exit. Maybe it's sealed. Maybe it doesn't exist. Do you think they'd go to all the trouble of building this thing and dumping us in here if we could just walk out? Do you think it's that easy?

ARNOLD

Do you think they would go to all this trouble to keep us alive if they didn't want us that way?

FORD

What do you mean by that?

ARNOLD

Think about it. If they wanted us dead, they could have just shot us. Why throw us in here? Why construct traps that can be discovered and defeated?

WORTH

Haven't you ever heard of a torture chamber?

ARNOLD

This is too sophisticated. We're alive for a reason.

RYKER

What?

ARNOLD

It's some kind of game, some kind of test. They're checking us out, to see how good we are, to see how far we'll get.

WORTH

Maybe. But that still doesn't mean there's a way out.

Arnold stands.

* MAYBE MAKE THE
MOMENT OF A CONFRONT-
ATION BETWEEN WORTH
AND ARNOLD

ARNOLD

Look, all I know is that you can't lose hope. This place is designed to drive you insane. You have to fight it. You have to stay calm and keep your mind clear...I don't know if we'll make it out of here alive, but I do know we won't make it out of here alive if we give up. We have to keep a positive attitude...Come on, let's move...

Quentin casts the boot. He nods to Arnold.

INT. CUBE 26

Arnold enters, takes a few steps inside. The others are huddled by the doorway.

Arnold stops, gestures for the others to follow.

Suddenly, a large, metal disc launches out from one of the walls and slices right through Arnold's neck.

Arnold's head rolls off his shoulders, bounces on the ground. His body collapses to the floor.

The severed head rolls, comes to a stop by the doorway. The others look on, horrified.

QUENTIN

Christ!

FORD

(softly)

Arnold...

WORTH

So much for a positive attitude...

INT. CUBE 25

Ford turns angrily to Quentin.

FORD

What the hell was that? I thought you knew what you were doing?

QUENTIN

I don't know, man. The boot didn't set off the trap. That's the problem. If it's heat or scent activated the boot doesn't always work.

*QUENTIN

FORD

Tell that to Arnold.

RYKER
(cold)

He knew the risk.

Ford shoots him a dirty look.

FORD

At least he had the guts to take it.

Worth stares at the bloody mess in the next room.

WORTH

Obviously...

Ryker moves closer to Ford.

RYKER

He was stupid. ~~He got careless...~~

FORD

Well, if you're so good, why don't you take charge?

RYKER

I don't want to take charge...Not yet. Like I said, I'm just tagging along for a while.

QUENTIN

Now what do we do?

FORD

We do exactly what we've been doing. We keep moving...Check the room below us. Worth and Ryker, I'll help you carry Ellis...if you have no objections.

Ryker says nothing, turns away.

Quentin peers through the floor door, tosses the boot, turns to Ford.

QUENTIN

It's clear.

FORD

You sure?

QUENTIN

Pretty sure.

OPPORTUNITY
TO DEVELOP
TENSION BTW.
WORTH & FORD

NOT NEARLY. ALT:
"HE TOOK TOO MANY
CHANCES"

INT. CUBE 27

Ford pokes his head inside, carefully surveys the room. He jumps in, waits a moment.

The others, huddled in the doorway, watch him apprehensively.

Ford steps carefully through the room, alert, controlling his fear. He suddenly hears a loud SLAM behind him.

Ford freezes, shuts his eyes, expecting the worst. Nothing happens. He opens his eyes, turns around.

LEVIN, another prisoner, peers through a half-open door.

LEVIN

It's all right...This room's safe.

Levin casually strides into the room. He is in his mid-forties, thin, with an intellectual air about him.

FORD

How do you know that?

LEVIN

It took some figuring...I'm Levin.

FORD

Ford.

Quentin and Ryker jump into the room. Worth lowers Ellis' body through the doorway. Quentin and Ryker take Ellis, gently set him on the ground. Worth pops in.

LEVIN

Where are you all going?

FORD

We're looking for a way out.

LEVIN

Without much success, I take it.

FORD

What do you mean it took some figuring?

LEVIN

Oh, yes. Well, I've figured out a method for differentiating between the safe and trapped rooms.

RYKER

How?

LEVIN

Those numbers are the key...

Levin points to the engraved numbers on the wall.

LEVIN

...I'm sure you've noticed all the rooms have them.

QUENTIN

Yeah, sure. What are they? Serial numbers?

Levin steps to the engraved numbers on the wall.

LEVIN

Not exactly. You see, I studied the number in my cell carefully, searching for any kind of pattern. Then, after a particularly nasty experience, I examined the number in one of the trapped rooms and discovered that it was significantly different. If you look closely at this number...

(points)

...you will see that it is...(*TECH: FORMULA #1 - EXPLAINS THAT NUMBERS IN SAFE ROOMS ALL SHARE CERTAIN MATHEMATICAL PATTERN OR PRINCIPLE). Of course, once you know that, the rest is simple. It's just a matter of opening the door and looking at the number on the wall.

WORTH

So the number tells you whether the room's safe or trapped?

LEVIN

Exactly...How have all of you been moving?

WORTH

Oh, we've been booting along.

FORD

How about a demonstration?

LEVIN

Certainly.

Levin opens the nearest door, peers inside.

INT. CUBE 28

The numbers on the wall read: (*TECH: FORMULA #1)

INT. CUBE 27

Levin turns to Ford.

LEVIN

Yes, there it is...(*TECH: FORMULA #1)...That room's safe.

FORD

You sure?

LEVIN

Positive.

FORD

No chance you made a mistake?

LEVIN

Numbers don't lie.

Ford turns to Quentin.

FORD

Check it out.

Quentin looks through the doorway, examines the room thoroughly, checks it out with the boot. He turns to Ford.

QUENTIN

It looks clear.

INT. CUBE 28

Ford pokes his head through, looks over the room. He cautiously steps in, carefully crosses to the far end. He turns to the others.

FORD

Okay. It's safe.

INT. CUBE 27

Quentin steps into the next room, followed by Levin.

INT. CUBE 28

Worth and Ryker, carrying Ellis, slowly pass through the doorway.

QUENTIN

Well, at least now we can move without risking our necks.

WORTH

That still doesn't mean there's a way out.

FORD

You're starting to get on my nerves, Worth. Why don't you try living up to your name.

Worth and Ryker lower Ellis to the ground.

WORTH

I'm just being realistic. It's no good being able to move through the rooms if we're just going to die of thirst.

FORD

Can it, Worth.

LEVIN

I'm afraid he's right. This is no cause for celebration. I still have no idea where the exit might be, or even which direction it might be in.

FORD

Well, I say we stay on course.

Ford turns to Levin.

FORD

Are you coming with us?

LEVIN

Oh, yes.

FORD

Okay. You navigate. Quentin, double check for traps. Worth and Ryker, I'll help you carry Ellis. All right?

Everyone but Ryker nods.

FORD

You still with us, Ryker?

RYKER

Yeah.

FORD

Good. Let's go. Time's running out.

WIPE TO:

INT. CUBE 29

The door slides open. Quentin crouches in the doorway, thoroughly examines the adjacent room. His eyes study the walls, he listens intently, sniffs the air, touches the floor.

WIPE TO:

INT. CUBE 30

The door slides open. Levin stares intently at the numbers on the wall. He analyzes them carefully, makes some mental calculations.

WIPE TO:

INT. CUBE 31

The door slides open. Ford, Worth and Ryker lug Ellis through the doorway.

INT. CUBE 32

The door opens. Levin looks inside, studies the numbers, makes his calculations.

LEVIN

It's safe.

Levin steps back. Quentin peers inside, examines the room.

QUENTIN

Okay...

Quentin enters. Levin follows, holding the door for Ford, Worth and Ryker, still hauling Ellis.

FORD

We have to get back on course. Let's try the ceiling.

Ford, Worth and Ryker set Ellis on the ground.

Ford joins Quentin, directly underneath the ceiling door. Ford gives Quentin a boost up.

Quentin grabs the handle, but the door won't move.

QUENTIN

It's stuck. It won't open.

FORD

What? That's never happened before. Let me try.

Quentin hops down, boosts Ford up. Ford twists the handle with all his might, but it doesn't budge.

FORD

One more try...

Ford tries again. The handle clicks into position.

FORD

Got it.

The door slides open. Suddenly, an odd-looking PRISONER, falls through the doorway. He tumbles to the ground, landing right on top of Ford.

With lightning speed, Ryker lurches forward, grabs the man and flings him against the wall.

The prisoner begins screaming wildly.

Ford recovers, rises.

FORD

What the hell's going on?

Now completely out of control, the prisoner repeatedly punches himself in the head.

QUENTIN

He's flipped out...

The prisoner runs to the nearest door, throws it open.

FORD

You idiot! You'll kill yourself!

Before he has a chance to step into the next room, Ryker rushes forward, quickly gets him in a headlock, brings him back to the centre of the room.

FORD

Let him go...

The prisoner backs away, covers his face with his hands. He presses his body against the wall.

FORD

Relax. We're not going to hurt you. What are you so afraid of?

Ford approaches him, looks at his name tag: EGAN.

FORD

Egan...Don't worry. We're stuck here, too. We can help you...

Egan rushes forward, pushes Ford out of the way. Ryker and Quentin cut him off, wrestle him to the ground.

QUENTIN

What's your problem, man?

Egan remains silent. He shakes violently.

WORTH

Look at him. He's scared out of his mind.

QUENTIN

What do we do with him?

FORD

Let him go...but cover the doors, just in case he tries to make a break for it.

Ryker and Quentin let go of Egan. They back away. Egan looks around fearfully. He sits up, brings his head to his knees and starts rocking back and forth.

WORTH

He's gone. He's lost it.

Egan is completely oblivious to everything around him.

EGAN

Yeah. Gotta get my books...

RYKER

What?

EGAN

Gotta get my books. Yeah. Top shelf. Gotta get my books...

FORD

Your books...?

EGAN

My books. Yeah. A, B, C. One, two three. Top

shelf.

QUENTIN
Not very bright, is he?

WORTH
He's simple. That's all.

LEVIN
Of course. That's why he's here. Unfit for society.

RYKER
Terrific. Just what we need. A retard...

Ryker looks to Ford.

RYKER
...I guess you want to take him along, too.

FORD
What would you do with him? Leave him here to die?

RYKER
He's an obstacle. We've already got enough obstacles to get past. We don't need another one.

WORTH
Maybe he was planted here to slow us down.

QUENTIN
Man, we're already moving slowly enough thanks to him.

Quentin points to Ellis.

FORD
We all agreed on taking him.

QUENTIN
Sure, when Arnold was calling the shots.

RYKER
He's not the problem...

Ryker looks to Egan, still rocking back and forth, mumbling to himself.

RYKER
That one's the problem. We don't know what

he'll do. He could get all of us killed.

FORD
I'm not leaving him behind. He's coming with us.

RYKER
No way.

Ford turns to the others.

FORD
What do you think, Quentin?

QUENTIN
Sorry, man. Ryker's right. I say we leave him behind.

FORD
Levin?

LEVIN
It's a difficult situation, isn't it?

FORD
Worth?

WORTH
It doesn't matter to me. Things don't look all that great either way.

FORD
Fine...You all do whatever you want. I'm staying with him. We'll find our own way...

LEVIN
Surely we can make some compromise here. Let's give him a chance. If he becomes a burden, we can deal with it then.

RYKER
All right. Bring him along...

Ryker looks to Ford.

RYKER
...But he's your baggage. He screws up and I'll kill you both. Understand?

FORD
(icily)
Perfectly.

~~X~~ THERE HAS TO
BE NONE OF
A CONFLICT.

WIPE ON
DISSOLVE TO:

INT. CUBE 33

Levin kneels by a doorway, checking out the numbers of the adjoining room, making calculations. Ford stands beside him.

The others wait for Levin to finish. Ellis, still unconscious, rests on the floor.

Quentin and Ryker relax, lean against a wall.

QUENTIN

Hey, man. If you're such a pro, what are you doing in here?

RYKER

I was set up. They got me on a technicality.

QUENTIN

What kind of technicality?

RYKER

Accounting records.

QUENTIN

Accounting records?

RYKER

Yeah. You believe that?...I worked for a bunch of guys and one day someone steals their books. But they tell me: "Don't worry. They'll never get to you. The books are coded. They'll never crack it."

QUENTIN

So what happened?

RYKER

They must've cracked it. Next thing I know, I'm picked up and dumped in this trap...I swear I'm gonna nail the bastards that put me in here...

Egan examines the engraved numbers on the wall, runs his fingers over them. Worth observes him.

WORTH

You like numbers, Egan?

EGAN

Yeah. Numbers. Gotta get my books. One, two, three. Can't go on without my books.

CHANGE
THIS TO SOME
BASTARD WHEN
WE GET TO
KNOW
CHARACTERS
BETTER.

(E QUENTIN
TALKS ABOUT
OTHER PRISON
EXPERIENCES.

* COULD
BE AN
OPPORTUNITY
TO DEVELOP
EGAN/WORTH
RELATIONSHIP.

WORTH

What kind of books are they?

Egan traces the numbers with his finger.

EGAN

...Numbers. Yeah.

Levin turns to the others.

LEVIN

This one's safe.

QUENTIN

About time.

Quentin walks to the door, crouches down, looks inside.

INT. CUBE 34

Quentin pokes his head in the room.

QUENTIN

It looks cl...

He's suddenly cut off as a stream of liquid gushes from the floor, sprays him in the face with a sickening SEARING sound.

INT. CUBE 33

Quentin falls back, screaming. The liquid burns through his skin, leaving a trail of white smoke. Quentin rolls on the floor in agony.

Ford rushes to him, rips off his shirt and tries to absorb the acid, but only succeeds in burning his hand. Quentin's scream is reduced to a weak gurgle as the acid eats its way through his face. Quentin rolls over on his back.

Ford kneels down beside him, doesn't know what to do. Quentin's body falls still.

All that remains of Quentin's face are bits of corroded flesh pasted to his skull.

Ford checks his pulse.

FORD

He's dead...

Ford turns to Levin.

FORD

What the hell happened? You said the room was safe.

WORTH

Must've been a slight miscalculation.

LEVIN

I don't make miscalculations.

FORD

Check it again.

Levin slides open the door, peers inside, double checks his calculations.

LEVIN

I don't understand...

FORD

Well...?

LEVIN

There's no mistake. Mathematically, that room should be safe.

WORTH

I thought you said numbers don't lie.

EGAN

Yeah. Numbers don't lie. Yeah.

LEVIN

There must be a flaw with the formula...

RYKER

You could have killed all of us.

LEVIN

...Some variable I haven't taken into account.

WORTH

All right. Now what?

FORD

I say we go back to the boot and take our chances.

LEVIN

No, no. Wait. I need some time. I'm certain I can work this out.

RYKER

You better be.

WORTH

Do you mind if we move away from...him?

Worth points to the remains of Quentin.

FORD

Okay...Let's get some rest. Worth, give me a hand...

Ford and Worth pick up Ellis and carry him to the door.

QUENTIN ?

DISSOLVE TO:

INT. CUBE 32

Levin sits cross-legged on the floor, scrutinizing the numbers on the wall, lost in thought. The others lie asleep on the floor, scattered throughout the room.

Ford opens his eyes, stands, approaches Levin.

FORD

How's it coming?

LEVIN

Not very well. I'm sure the answer's very simple and right in front of me, and yet...

FORD

What makes you so sure there is an answer?

LEVIN

You need only look at the design of this place. Perfectly symmetrical. Very efficient. I'm certain that nothing's been placed here randomly.

FORD

Including us?

LEVIN

Absolutely. This is a giant puzzle. A mathematical puzzle. If I could only decipher what these numbers mean...

FORD

How do you know so much about this stuff?

LEVIN

It's my profession. This is what I do, except
I used to do it behind a desk.

FORD

What are you?

LEVIN

A cryptographer.

FORD

Cryptographer?

LEVIN

Yes. A code breaker...

Ryker opens his eyes, listens intently to the conversation.

FORD

How did you end up in here?

LEVIN

I cracked the code of some accounting books
that linked certain high ranking government
officials to organized crime. Before I even
realized what was happening, I was arrested on
invented charges and thrown in here to keep me
quiet.

FORD

What about the books?

LEVIN

The last I heard, the officials naturally
covered up their involvement and used the
books to prosecute the crime bosses.

FORD

Convenient.

LEVIN

Not for me...

Levin turns to see Ryker sitting up and staring at him with
frightening intensity. Slowly, Ryker lies down again and shuts his
eyes.

Ford observes Ryker's gaze, turns back to Levin.

FORD

What was that about?

← SHOULD
CHECK
THIS.

LEVIN
I have no idea.

FORD
You two know each other?

LEVIN
Not before today, no.

Levin becomes suddenly uncomfortable as a possible explanation for Ryker's behavior presents itself.

LEVIN
Why is he in here?

FORD
Ryker?

LEVIN
Yes.

FORD
He's an assassin.

LEVIN
For whom?

FORD
Freelance, from what I could gather.

LEVIN
Yes, but how was he caught?

FORD
I don't know. Why?

LEVIN
Nothing. Just a nasty thought...

FORD
You think Ryker was caught as a result...?

Ford suddenly stops as he hears Ellis let out a muffled GROAN.

FORD
...What was that?

LEVIN
Ellis...

Ford rushes to Ellis' side, immediately followed by Levin.

MAYBE
THIS
REALIZ-
ATION
COMES
LATER.

FORD

Ellis! Ellis...Are you all right?

Ryker joins them.

RYKER

Is he conscious?

Ford checks his breathing.

FORD

He's coming around.

Worth awakens, moves to the others.

WORTH

What's all the commotion about?

LEVIN

Ellis...

Ellis weakly opens his eyes. His voice is hoarse.

ELLIS

Wha...What's going on?

FORD

You've been unconscious for a couple of days.

Ellis squints in the bright light.

ELLIS

Where am I?

Egan saunters over to the others.

EGAN

Bad place. Bad place. No books.

Ellis tries raise his body. Ford and Levin help him sit up.

The room starts coming into focus.

Ellis rapidly regains his senses as he realizes where he is. His face fills with fear and dread.

ELLIS

Oh God, no...No! This can't be happening...!

FORD

Relax. It's okay. You suffered a concussion when you dropped in...

Ellis gets to his feet, starts pounding the wall with his fists.

ELLIS

Help! This is Ellis! Get me out of here! I'm not supposed to be in here...!

RYKER

(sarcastic)

Wonderful. Another nut case.

ELLIS

You've made a mistake!...Get me out of here!
It's Ellis!...Ellis!!!

Ford turns to Worth.

FORD

Give me a hand with him, will you?

Ford and Worth restrain Ellis.

FORD

(soothing)

It's all right. Everything's going to be fine.

ELLIS

No. No. This can't be happening. I'm not a criminal...I don't belong here.

WORTH

Welcome to the club. Nobody belongs here.

Ellis calms down. Ford and Worth let go, back away from him.

ELLIS

I should have known. I should have known not to trust those bastards.

FORD

Listen. This is no ordinary prison. We're in some kind of maze. There's nothing here. No...

ELLIS

...Food or water. Yes, yes. I know.

RYKER

How do you know?

ELLIS

Because I helped design the damn thing.

WORTH

What?

ELLIS

I was one of the chief engineers on the project...

With tremendous speed, Ryker lurches forward, punches Ellis squarely on the jaw.

RYKER

Son-of-a-bitch...

The impact knocks Ellis off his feet and onto the ground.

Ford grabs Ryker by the collar.

FORD

Are you out of your mind!?

RYKER

I say we do him right now. He's the reason we're all here...

FORD

Yeah. That's right. And he just might know the way out. But he's not going to be able to tell it to us if he's dead...So, cool it!

Ryker relaxes, backs away. He knows Ford's right.

RYKER

He better know the way out. Otherwise I'm going to feed him to one of his traps.

WORTH

Amen to that.

Ford kneels by Ellis' side. Ellis sits up, rubs his aching jaw.

FORD

What are you doing in here?

ELLIS

Obviously, they want to keep me quiet. This project's a big secret - very hush-hush. A lot of people who worked on it started disappearing a few weeks ago. I tried to get away. I ran, but evidently didn't run far enough.

WORTH
So they threw you in your own creation. A nice, ironic touch.

ELLIS
I wish I could laugh at it.

RYKER
What is this place?

EGAN
Bad place. Bad place...

LEVIN
Is it really a prison?

ELLIS
Of a kind. For special prisoners.

FORD
Special prisoners?

ELLIS
Yes. For spies, traitors, revolutionaries, what have you. People who won't talk if their placed in any other prison, not even if their tortured.

WORTH
That's a load of crap. He's lying.
Ryker moves toward Ellis. Ford holds him back.

ELLIS
No. I swear it's the truth.

RYKER
I'm not political.

WORTH
Neither am I. And he...
Worth points to Egan.

WORTH
...certainly isn't.

RYKER
What kind of information would they want from a moron?

THIS IS
A LITTLE
CONFUSING

ELLIS
They're not interested in any of you.

FORD
Then why are we here?

ELLIS
You're an experiment. A trial run.

LEVIN
What type of experiment. Behavioral? Rats in a cage?

ELLIS
No. Not exactly...

FORD
Then what, exactly?

ELLIS
You're part of a security experiment. Before any prison is actually put into operation, a test is run to determine the integrity of the security system.

WORTH
Meaning they want to see whether we can escape or not?

ELLIS
Yes. If you can escape, how you escape, and how far you get if you can't escape.

WORTH
I still don't buy it. Why us?

ELLIS
Someone must have determined this was the group most likely to find the way out.

FORD
That would explain why they'd put you and Levin in here, but what about the rest of us? We don't have any special knowledge that would get us out of here.

LEVIN
You're a doctor.

*HE DOESN'T KNOW
THIS YET*

FORD
All right. But what about Egan?

ELLIS

I don't know. I suppose they take other factors into account. Leadership qualities, psychological strength, any number of things...Look, I'm telling you the truth.

RYKER

Who cares? All I want to know is: Is there a way out?

ELLIS

Yes. There's an exit.

FORD

Where is it?

ELLIS

I don't know...

Ryker shoots him a mean look.

ELLIS

...I swear. I only worked on certain elements of the design. Only a handful of people ever saw the whole picture. But I know there's an exit.

FORD

All right. What do you know?

ELLIS

I know the entire structure is a large cube, subdivided into small cubes.

LEVIN

These rooms?

ELLIS

That's right. Most of the rooms are harmless, some contain hidden traps.

WORTH

No kidding.

FORD

How do we avoid the traps?

ELLIS

I don't know...

FORD

What else?

ELLIS

The structure is surrounded by an outer shell.
That's the key to getting out. You have to
pass through that shell.

RYKER

How do we do that?

ELLIS

I don't know.

FORD

How big is the whole place?

ELLIS

Twenty cubes across, twenty cubes high.

LEVIN

What about these numbers...?

Levin points to the numbered engraving.

LEVIN

...What is their significance?

ELLIS

I wish I knew...Identification numbers most
likely. With all the rooms identical, the
workers must have needed some markers to tell
them where they were.

Levin's face suddenly lights up.

LEVIN

Of course! It's so obvious...

Levin rushes to the engraving, scrutinizes the numbers.

FORD

What?

Levin is so lost in concentration, making mental calculations, he
doesn't even hear the question.

LEVIN

That's it!

RYKER

What the hell are you talking about?

LEVIN

Markers. That's what the numbers are...Coded

Cartesian co-ordinates.

WORTH
Cartesian what?

LEVIN
(excited)
Cartesian co-ordinates...They're used to plot points on a three dimensional graph.

WORTH
So?

LEVIN
Don't you see?...These numbers identify a location in space. Just like a grid reference - latitude and longitude on a map. These numbers tell us where we are in the cube.

FORD
So where are we?

Levin turns to Ellis.

LEVIN
You said the structure measured twenty by twenty by twenty, right?

ELLIS
Yes.

Levin rips a button off his shirt, uses it to scratch crude calculations in the floor.

LEVIN
We're at...(*TECH: x co-ordinate, y co-ordinate, z co-ordinate). That places us four rooms from the edge of the structure.

FORD
We're almost there.

RYKER
Let's move.

WORTH
Aren't you guys forgetting something? What about the traps.

FORD
I say it's worth the risk.

WORTH

Back to the boots?

FORD

Back to the boots...

INT. CUBE 35

The boot lands on the ground without incident.

Ford retrieves it, cautiously enters the room. The others watch by the doorway.

Ford moves forward a few steps, waves to the others.

Ryker steps inside, followed by Levin. Ryker glares at Levin, a look that suggests a cat ready to pounce on its prey. Levin tries to ignore it, walks away.

Worth, Egan and Ellis follow.

Levin joins Ford by the numbered engraving. Levin looks around carefully, making certain Ryker is out of earshot.

LEVIN
(softly)

I'm afraid we may have a problem.

FORD

What is it?

LEVIN

Ryker's going to kill me.

FORD

What? Are you sure?

LEVIN

Absolutely. As soon as he thinks I'm no longer of any use to him.

FORD

Because of those accounting books you decoded? You think that's why he's here?

LEVIN

It's possible, I suppose...But I'm certain he believes that's the reason he's here.

FORD

Look, don't worry about it. You've got enough things to think about...I'll keep an eye on

* THIS SHOULD
BE THE FIRST TIME
LEVIN REALIZES
RYKER WANTS TO
KILL HIM.

Ryker.

Levin turns to see Ryker staring him down.

INT. CUBE 36

The door slides open. Ford casts the boot. It lands safely. He carefully crosses the room, waves the others on.

Levin steps in, followed by Ryker, Worth, Egan and Ellis.

Levin crosses to the numbered engraving, makes his calculations, then stops, suddenly puzzled. He gazes at the numbers, quizzically. Ford approaches him.

FORD

What's wrong?

LEVIN

These co-ordinates (*TECH: x co-ordinate, y co-ordinate, z co-ordinate).

FORD

What about them?

LEVIN

They don't make any sense. If they're correct, we should be outside the structure.

FORD

Are you sure?

LEVIN

I double checked the calculations...Of course, that's assuming Ellis is right and the cube is twenty rooms across. Do you suppose he might have lied to us?

FORD

I doubt it. We're all in the same boat. What would he have to gain?...Except...

LEVIN

What?

FORD

Maybe he was fed the wrong information to throw us off.

LEVIN

Then we may be moving in the wrong direction.

FORD
Yeah...

LEVIN
What should we do?

FORD
Let's keep going and hope for the best. What else can we do?...And let's keep this between ourselves for now. There's no point in worrying the others.

WIPE TO:

INT. CUBE 37

Levin and Ford by another numbered engraving.

FORD
Well?

LEVIN
It's very strange. Somehow we seem to be back on course. The next room should be the last before the edge.

Ryker approaches them.

RYKER
It's about time.

FORD
Let's check it out.

INT. CUBE 38

The boot flies through the room. Instantly, it melts, evaporating into a mass of liquid rubber.

INT. CUBE 37

Ford holds up all that remains of the boot: the lace.

FORD
It's never easy, is it?...Detour time.

INT. CUBE 39

The boot sails through the room. Suddenly, it is frozen in mid-air, falling to the ground and shattering into tiny fragments.

INT. CUBE 37

ROOM BEFORE

THE EDGE CAN'T
BE UNDER THEM.

61

Ford crouches by the door in the floor, slides it open. He picks up the boot, prepares to lower it into the room.

FORD

This is...

INT. CUBE 40

As soon as Ford speaks, a series of spiked poles blast out of the walls. After a few seconds, they retract.

INT. CUBE 37

Worth turns to Ford.

WORTH

What the hell was that?

FORD

Boobytrap...

INT. CUBE 40

Just then, the spikes spring from the walls again.

INT. CUBE 37

Ford gently slides the door shut.

FORD

Must be sound activated.

Ford stands, looks to the others.

FORD

Well, that's that. The edge is surrounded by traps.

LEVIN

We'll have to find another way around.

WORTH

Who says we won't just run into more traps?

EGAN

Traps bad. Bad place. No books. No books...

FORD

Worth's right, for once. Our time's running out. Who knows how many traps we'll have to spot before we hit a safe room? Just opening the door's a risk...At least we know how that

trap is activated. If we keep quiet, we might be able to cross it.

ELLIS
That's insane. It's impossible.

FORD
We'll soon find out...

Ford turns to Worth.

FORD
Help me down...

Worth joins him by the door. Ford kneels, delicately slides the door open, sits on the edge of the doorway. Worth lies flat on the ground, extends his arms through the opening. Ford grips Worth's hands.

INT. CUBE 40

Worth silently lowers Ford down into the room. Ford touches the ground, lets go. He walks through the room, crouches by the opposite door, gently slides it open, looks inside.

INT. CUBE 41

Ford delicately tosses the boot inside, making certain it doesn't hit the ground. He then slowly lowers the boot to the floor. The room appears safe.

INT. CUBE 40

Ford stands beneath the ceiling door. He looks up to Worth.

INT. CUBE 37

Worth watches Ford silently mouth the word: LEVIN.

Worth motions to Levin. Levin joins him. Worth lowers him down.

INT. CUBE 40

Ford helps Levin into the room. Levin quietly crosses the room, opens the door, and steps into the adjacent cube.

Ford looks up through the doorway. He mouths: EGAN.

INT. CUBE 37

Worth moves to Egan, leads him to the doorway.

WORTH

(whispering)

Listen, Egan. Be very, very quiet. Because if you don't, it'll be...it'll be worse than not having any books. Understand?

EGAN

(whispering)

Yeah. No books. Bad.

WORTH

(whispering)

Remember. No noise.

EGAN

(whispering)

No noise. Yeah. No noise.

Worth lowers Egan into the room.

The others look on, anxiously. SHUFFLING SOUNDS are exaggerated, distorted.

INT. CUBE 40

Ford grabs hold of Egan, sets him gently on the ground. Ford turns to lead him toward the exit, but Egan won't move.

Ford looks down, sees that the bottom of Egan's pant leg is caught on the handle of the floor door. Egan tries to pull his leg away, succeeds only in tangling the cloth more.

Egan starts to panic, opens his mouth. Ford raises a finger to his mouth, motions for Egan to keep quiet, smiles at him reassuringly.

INT. CUBE 37

The group watches the proceedings anxiously.

INT. CUBE 40

Ford bends down, slightly rotates the door handle and untangles the cloth.

INT. CUBE 37

Ryker notices the door handle has been left in the "open" position. He tries to signal to Ford, but Ford doesn't notice.

INT. CUBE 40

Ford guides Egan by the arm. They cross to the opposite end of the

room. Ford slowly opens the door.

INT. CUBE 41

Levin waits by the doorway. He takes Egan by the arm, helps him inside.

INT. CUBE 37

Ellis steps up to the doorway. He sits on the edge, holds onto Worth. Worth lowers him inside.

INT. CUBE 40

Ford helps Ellis in safely. Ellis silently crosses to the far end of the room, taking slow and measured steps.

INT. CUBE 37

Worth sits on the edge of the doorway, grips Ryker's arms, is lowered into the next room.

INT. CUBE 41

Worth carefully steps inside, joins Levin, Egan and Ellis.

INT. CUBE 37

Ryker is the only one left in the room. He sits on the edge, lowers himself down, slowly.

INT. CUBE 40

Ford reaches up, grasps hold of Ryker. Ryker quietly slides the ceiling door shut. Ford eases Ryker down to the ground.

Ford moves to the doorway, steps into the next room.

Ryker starts toward the others. Something catches his eye.

Ryker looks down and sees the door handle is still in the open position. It starts to slide back.

Ryker runs forward.

The handle snaps back with a loud CLICK.

Ryker dives through the open doorway just as the spikes shoot out from the walls.

INT. CUBE 41

Ryker leaps into the room, lands hard on the floor and rolls to a stop. With great agility, he gets to his feet, dashes to Ford and grabs him by the collar.

RYKER

You dumb son-of-a-bitch! You almost got me killed!

Ryker punches Ford viciously in the nose. Ford collapses to the floor. Ryker moves toward him again.

Levin sits by the numbered engraving, finishes his calculations. He turns to the others.

LEVIN

This should be it...!

Ryker steps back, turns to Levin. Ford wipes the blood from his nose with his arm, stands.

FORD

Open it.

Levin approaches the door.

WORTH

Let there be sunshine...

Levin opens the door, looks inside and sees: utter blackness.

FORD

What is it?

WORTH

Nothing.

Ford, Worth, Ryker, Ellis and Egan all join Levin in the doorway.

EGAN

Very dark. Yeah. Bad. Very dark.

ELLIS

That's the outer shell. Somehow we're going to have to get past it to get out.

WORTH

And how are we going to do that?

Ford sticks his head through the doorway.

EXT. CUBE

The open doorway is the only light in a sea of blackness. Ford is silhouetted.

LEVIN (O.S.)
Do you see anything?

FORD
No. It's pitch black...

INT. CUBE 41

Ford moves back into the room.

FORD
...I can't see a thing.

WORTH
My kingdom for a flashlight.

FORD
There could have been a bridge right in front of me and I wouldn't have been able to see it.

ELLIS
What now?

FORD
I'm going out there...Give me your shirts.

WIPE TO:

INT. CUBE 41 - LATER

Ford stands by the doorway, a makeshift rope of knotted shirts tied to his waist.

Ryker, Worth and Levin stand in a row, holding onto the rope.

Ellis and Egan look on.

FORD
Lower me down gently...

Ford climbs up to the door frame, firmly grips the rope and lowers himself down.

EXT. CUBE

Ford is slowly lowered into the darkness, lit from above. He runs his hands along the outer surface of the cube.

FORD

Wait, wait. I've got something...

INT. CUBE 41

Ryker stands braced in the doorway, holding the rope, watching Ford.

EXT. CUBE

Ford fumbles about in the dark. He pries something open. Suddenly, he is engulfed in a shaft of bright light. Ford shuts his eyes, temporarily blinded.

Ford squints. As his eyes adjust to the light he sees its source: just another room.

FORD

(shouts)

It's nothing. Just another room. But I can see a bit better...Hang on tight. I'm gonna try swinging to the outer wall.

Ford launches himself into space and swings outward like a pendulum.

INT. CUBE 41

Ryker, Worth and Levin are yanked forward by Ford's weight.

EXT. CUBE

Ford swings out as far as he can, but doesn't find anything. The momentum swings him back to the cube.

FORD

(shouts)

Brace yourselves. I'm going to try again.

Ford pushes himself out even harder.

INT. CUBE 41

Ryker, Worth and Levin struggle to hold onto the rope.

One of the shirts in the rope starts rubbing against the door frame.

EXT. CUBE

Ford swings outward, still doesn't make it as far as the outer shell. He swings back.

FORD
(shouts)

Okay...One more time.

INT. CUBE 41

Worth braces himself, gets a more solid footing.

WORTH
Hurry up. You're getting heavy.

EXT. CUBE

Ford pushes himself away from the wall with all his might.

INT. CUBE 41

The shirt rubbing against the door frame starts to tear.

EXT. CUBE

Ford swings away from the cube, reaches out. His hand brushes against the outer shell.

FORD
I got it!

INT. CUBE 41

Suddenly, a tremendous RUMBLE violently shakes the room.

Levin, Worth and Ryker fall forward, the rope slipping through their hands.

EXT. CUBE

Ford falls. He screams, shuts his eyes, then suddenly stops with a jerk. Ford swings back, collides hard with the cube.

INT. CUBE 41

Ryker holds the very end of the rope, leaning out the doorway. Worth and Levin rush over to help him.

EXT. CUBE

Ford is momentarily stunned. Blood trickles down his forehead.

FORD
What the hell's going on up there!

INT. CUBE 41

Worth and Levin grab hold of the rope, help Ryker pull Ford up.

WORTH
Get back up here right now!

EXT. CUBE

Ford grips the rope, starts climbing up.

FORD
Okay...I'm coming up.

INT. CUBE 41

The tear in the shirt grows worse.

EXT. CUBE

Ford continues climbing. He looks up, sees the others, just out of reach.

FORD
Almost there...

INT. CUBE 41

Ryker, Worth and Levin strain to pull Ford in.

The shirt rips in half.

EXT. CUBE

Ford drops a few feet. He looks up, sees the tear in the shirt. Not much more than a thread prevents him from tumbling into the abyss.

Ford clenches his teeth, pulls himself up as fast as he can.

The shirt rips further.

Ford throws himself forward, reaches for the door frame, just misses it.

The thread snaps.

Ryker's hand lashes out, grabs the end of the rope. Ford precariously holds the other end.

Ford pulls himself up.

A knot in the rope between them starts coming undone.

Ford reaches up, stretches out his arm.

The knot unravels.

Ford is suspended in mid-air for a brief moment. Instantly, Ryker's hand shoots out and grabs him by the wrist.

Ford smiles, relieved. Ryker starts pulling him up, suddenly stops.

Ryker stares coldly at Ford.

Ford gazes disbelievingly back at him.

Ryker releases his grip.

Ford falls out of sight, consumed by the blackness below. His SCREAM echoes in the void.

Levin stands in the doorway, peering over Ryker's shoulder, shocked by what he has just witnessed. He steps back before Ryker notices him.

INT. CUBE 41

Ryker leans back into the room. The others are despondent.

RYKER

He slipped. I lost him...

ELLIS

This is madness. It's suicide. We can't go on like this.

WORTH

(sarcastic)

Sure. Let's just sit around here and wait till we're rescued.

ELLIS

We have to be reasonable. We have to think everything through intelligently before making another move.

LEVIN

Yes. You're right. I think I might be able to...

RYKER

No...We're moving.

LEVIN

Moving aimlessly from room to room will get us nowhere. And it may very well get us killed.

RYKER

Your playing with numbers hasn't exactly prevented that, has it?

WORTH

What's your plan?

RYKER

We keep moving along the edge until we find a bridge or something.

LEVIN

Do you really think it's that simple?

RYKER

It just might be...You think you're so smart. You had your chance to get us out of here, Levin, and you screwed up. So be quiet. You have no say in this. We're going to do things my way from now on...Worth, open the door.

INT. CUBE 42

The boot descends into the room, safely touches the ground.

Worth sticks his head through the ceiling doorway, examines the room. He leaps inside, looks up.

WORTH

It's safe.

Worth moves to the far door.

EXT. CUBE

Blackness. A small square of light appears as Worth slides the door open. He pokes his head outside, sees nothing, leans back in. The door slides shut.

WIPE TO:

INT. CUBE 43

Worth, Levin, Ellis and Egan stand in the room. Ryker jumps in from the ceiling.

Worth steps to the far door, opens it, gazes at the blackness outside.

WORTH

Still nothing.

Levin turns to Ryker.

LEVIN

I told you this wouldn't get us anywhere.

RYKER

At least I'm doing something. Not just talking about it.

WORTH

What do you say we take a break? We could all use some sleep.

RYKER

All right. We'll rest here for a couple of hours.

DISSOLVE TO:

INT. CUBE 43 - LATER

Worth lies on the ground, hands behind his head, resting peacefully.

* IN THIS SC. SHOULD NOTE THAT THEIR PHYSICAL CONDITION IS NOT GOOD.

Levin kneels beside him, shakes him roughly. Worth awakens with a start.

WORTH

What?! What is it?

LEVIN

(whispering)

Shh! He'll hear you.

WORTH

(whispering)

What the hell did you wake me up for? I was just dreaming about a naked girl sitting by a crystal clear stream...

LEVIN

(whispering)

...Ryker's a murderer.

WORTH

(whispering)

Of course he's a murderer. He's an assassin. That's why he's in here.

LEVIN

(whispering)

No, no. I mean, he's a psychotic. He'll kill

us all if we're of no use to him any longer...He murdered Ford.

WORTH
(whispering)

What?

LEVIN
(whispering)
Ford didn't slip. Ryker had him by the wrist.
He let him go.

WORTH
(whispering)
Are you sure?

LEVIN
(whispering)
Of course I'm sure. I saw it myself...

RYKER (O.S.)
(shouts)
So what?

Worth and Levin turn to see Ryker glaring at them, sitting up at the other end of the room.

Ryker's shout awakens Ellis and Egan.

RYKER
Big deal...

Ryker stands, approaches Worth and Levin.

RYKER
...I killed him. Why not? He nearly got me killed. Christ, I'm surprised he didn't get all of us killed. First he stops for Ellis, then he stops for the retard. He made us crawl along all this way...He became an obstacle that I saw a chance to remove. So I did. It's that simple...I'll do whatever it takes to get out of here. I don't care about the rest of you. If you stay out of the way, I ^{it} doesn't matter to me what you do. But if you become an obstacle to me, I'll remove you, too. Understand?

LEVIN
What about me?

RYKER

You? You're a special case.
exit and I don't need you as
you for putting me in her
problem with that?

THIS COULD
BE BETTER

Silence.

RYKER

Yeah, I thought so...Now th
where we stand, let's go.

WORTH

You're wasting your time, Ryker. We'll never
find the exit this way.

RYKER

Shut up and check the door or I'll kill you
right now.

Worth moves to the door in the floor, opens it. He removes his
boot, holds it by the lace, lowers it into the room. Nothing
happens. Worth reels in the boot, sits on the edge of the doorway.

An enormous RUMBLE fiercely shakes the room. Ryker, Levin, Ellis
and Egan tumble to the floor.

Worth loses his balance, falls into the room below.

INT. CUBE 44

Worth falls into the room, hits the ground hard. He's temporarily
winded from the impact. He catches his breath, scans the room. He
notices something.

INT. CUBE 43

Suddenly, a SCREAM emanates from below.

Ryker, Levin, Ellis and Egan rush to the doorway. Ryker looks
through the opening.

Worth stands in the room below, screaming with hysterical laughter.

RYKER

What's so funny?

Worth falls over, laughing. He barely manages to get his words out:

WORTH

Come on down and find out...

INT. CUBE 44

Ryker leaps inside, scans the room, sees a body slumped in the corner. He looks up.

RYKER

Get down here!

Ryker approaches the corpse.

Levin, Ellis and Egan lower themselves into the room.

Ryker stands by the corpse. It has no face. He looks to the name tag on the shirt - QUENTIN.

RYKER

No! God damn it! No!

Levin joins Ryker.

LEVIN

Quentin...It's impossible.

Worth rolls on the floor, possessed by insane laughter.

WORTH

We made a circle. We're right back to where we started!

RYKER

Stop laughing, damn it. This isn't funny.

ELLIS

But how?

EGAN

Bad place. Yeah. Bad place.

Ryker grabs Levin by the collar, stares at him with frightening intensity.

RYKER

You did this, didn't you?! What the hell's going on, Levin?! Tell me or I'll kill you right now!

LEVIN

(terrified)

I don't know! I swear I don't...

Ryker flings Levin to the ground.

ELLIS

It doesn't make any sense...

Worth regains his composure. Tears stream down his cheeks.

WORTH

Of course it makes sense. We're in a maze.
We've probably been going in circles the whole
time...

ELLIS

(desperate)

All this time wasted...

Levin gets up, looks to Quentin's corpse, then to the nearest door.

LEVIN WORTH

Quentin was killed when he opened that door... *THAT'S THE PROBLEM*

He points to the closest door.

WORTH

LEVIN

...Right?

WORTH

WORTH

Yeah. So what?

*- EVERYONE IS STUMPED
THEN WE GO TO
WORTH - A CHANGE
COMES OVER HIM
"WE CAN'T GIVE UP."*

Levin steps to the door, slides it open to reveal: blackness. *THEN, HE*

LEVIN WORTH

There was a room there before. We weren't at
the edge... *THAT'S AN IDEA.*

ELLIS LEVIN

(enlightened)

Of course...

RYKER

What?

LEVIN WORTH

We haven't been moving in circles. The rooms
have...

WORTH WORTH

Are you sure?

LEVIN

It's the only logical explanation.

ELLIS

That explains the rumbling sounds, and why the
room shook just now, and when we almost lost
Ford...They've been shifting all this time...

LEVIN

How would that work?

ELLIS

The only way of constructing it is to have spaces within the structure that the rooms slide in and out of.

WORTH

Like a child's puzzle...?

LEVIN

That's precisely what the cube is. A huge moving puzzle, each room a piece.

WORTH

(dejected)

But we're still no closer to solving it...

LEVIN

Maybe we are...

Levin moves to the engraving, studies the numbers closely. The others crowd around him.

RYKER

What are you onto, Levin?

LEVIN

The numbers are markers, right? Points on a map?

ELLIS

Yes.

WORTH

But how can you map a point that keeps moving?

LEVIN

By including the permutations of the room in the numbers.

RYKER

Permu-what?

LEVIN

Permutations...A list of all the co-ordinates the room passes through. A map that tells you what position the room starts in, how many times it moves, and what positions it moves to.

RYKER

That number tells you all that?

LEVIN

I believe it does...Earlier, I was only looking at one co-ordinate, which must represent the original configuration of the maze.

WORTH

You lost me.

LEVIN

Well, I didn't know the rooms were moving, so I naturally assumed that each room only occupied one point on the map...

RYKER

So?

LEVIN

So, I was probably only seeing the cube at its starting point. The way it looks before the rooms started to move.

WORTH

I hate to bring this up...but even if you can figure out exactly where we are, that doesn't put us any closer to the exit.

ELLIS

I'm afraid he's right. We still don't know the way out...All we know for sure is that we're in a moving structure twenty rooms across.

Levin's face lights up.

LEVIN

(*TECH: repeats co-ordinates from Cube 36)

RYKER

What?

Levin turns to Ellis.

LEVIN

You're certain the structure's twenty rooms across?

ELLIS

Yes.

LEVIN
Absolutely certain?

ELLIS
Yes.

LEVIN
No possibility the size could have been altered during construction?

ELLIS
No. I supervised that aspect of the construction myself.

LEVIN
Then I know where the exit is...

RYKER
What?...Where?

LEVIN
(*TECH: repeats co-ordinates from Cube 36)...It's a room we passed through earlier. The co-ordinates didn't make any sense then, but, of course, I wasn't taking movement into account...That number placed the room outside the structure.

WORTH
A bridge?

LEVIN
In it's original position, yes.

RYKER
What do you mean?

LEVIN
The room starts off as a bridge, then it moves through the structure - which is when we encountered it...At some point, it must complete its cycle and return to its original position.

WORTH
So what you're saying is the bridge is only a bridge...

LEVIN
...For a brief period of time, yes...The cube is a like a large combination lock. When the rooms return to their original position, the

lock opens. When they move out of that alignment, the lock closes...The only problem is, with a structure this size, it must take several days for the rooms to go through their cycle.

RYKER

Meaning?

LEVIN

Meaning we may die of thirst by the time the lock opens.

RYKER

You don't know when it opens again?

LEVIN

No...That's what I have to figure out...

DISSOLVE TO:

INT. CUBE 44 - LATER

Levin sits cross-legged by the numbered engraving, feverishly scratching formulas into the floor with a button from his shirt.

The others watch him intently.

LEVIN

That's it...By (*TECH: explains how he decoded permutations in the number and lists them). Those are the permutations for this room.

RYKER

Where are we?

Levin turns to Worth.

LEVIN

What are the numbers of the surrounding rooms?

Worth jumps to his feet, moves to the nearest door, opens it, looks inside.

WORTH

(*TECH: lists off numbers)

Levin scratches the number on the floor.

Ellis opens another door, looks inside.

ELLIS
(*TECH: lists off numbers)

Ryker stands by an open door.

RYKER
(*TECH: lists off numbers)

Worth peers through the ceiling doorway.

WORTH
(*TECH: lists off numbers)

Ellis looks through the door in the floor.

ELLIS
(*TECH: lists off numbers)

Ryker looks through the final doorway.

RYKER
(*TECH: lists off numbers)

Levin stops scratching numbers, completes his calculations.

LEVIN
(*TECH: lists present co-ordinate). That's it.
That's where we are. This room makes six more
moves before it returns to its original
position.

RYKER
Yeah? And...?

WORTH
If we don't make it to the bridge room before
we hear six more rumbles, we're dead. Right?

LEVIN
I'm afraid so.

RYKER
Let's move...

WORTH
Wait a minute. What about the traps?

ELLIS
Now that you know how the rooms move, couldn't
you incorporate that into the old formula.

LEVIN

THIS MUST
CHANGE

THIS WILL CHANGE
SOLUTION AS NEW

82

Well, yes...

Great!

WORTH

...And no.

LEVIN

Huh?

RYKER

LEVIN
It's possible, but I'd need a computer to do it. The equation requires a calculation far too complicated for me to solve in my head.

RYKER
Forget it. Let's just move using the boot.

LEVIN
It's pointless. We're too far away from the bridge. We'd never make it in time.

WORTH
Isn't there any way of figuring it out.

LEVIN
Yes. But I would have to scratch the calculations in the floor, which would take even longer than manually checking for traps.

WORTH
What you're really saying is we're going to die.

Silence.

ELLIS
I can't believe we've come this far only to be stopped now...

LEVIN
I'm sorry...It's impossible. I would have to calculate (*TECH: sample calculation for identifying safe room).

EGAN
(*TECH: gives answer).

Levin turns to Egan.

LEVIN

What? What did you say?

EGAN
(*TECH: repeats answer). The answer is
(*TECH).

LEVIN
He might be right...

RYKER
You don't really believe this retard knows
math, do you?

WORTH
Egan, those books of yours, are they math
books?

EGAN
Math. Numbers. Yeah.

LEVIN
What's the square root of twenty-five?

EGAN
Five.

LEVIN
What's the square root of one hundred and
forty-four?

EGAN
Twelve.

LEVIN
A thousand and twenty-four?

EGAN
Thirty two.

LEVIN
Four thousand, five hundred and sixty?

EGAN
Sixty-seven point five, two, seven, seven,
seven, two.

ELLIS
Idiot savant?

LEVIN
Apparently.

ELLIS

That's why he's here. Part of the security experiment. A human computer.

Looks like we': *MAYBE THIS ROOM*

INT. CUBE 45

ISN'T ANY

The door opens. Levin an *DIFFERENT EXCEPT* eer inside.
THERE IS NO

(*TECH: reads *ID NUMBER.*

(*TECH: suppl: *↳ THEY ENCOUNTER*

Levin looks back to the *ONE OR TWO OF*
THESE NAMES
EARLIER.

All right. It

Levin and Egan enter, followed closely by ~~WOLFE~~, ~~...~~ s and Ryker. Levin crosses to the far door. He slides it open, looks inside.

INT. CUBE - SPACE

The room is different than the others. Its walls are white and bare, containing no numbered engravings.

INT. CUBE 45

Levin turns to Ellis.

LEVIN

Ellis, come here. I think I found one of those spaces you mentioned.

Ellis joins him by the door, glances inside.

ELLIS

Yes. That's it.

LEVIN

Can we pass through it?

ELLIS

The spaces are neutral. They're not trapped. *↳ HE CAN'T*

RYKER

Hurry it up.

I KNOW
THAT
COULD NOT
ONLY PROVE.
HELLS GUESS

INT. CUBE - SPACE

Levin steps inside, immediately followed by Ellis. Worth, Egan and Ryker soon join them.

RYKER

Move it. There's not much time.

Levin moves to the far door, opens it, looks into the adjacent room.

LEVIN

(*TECH: reads numbers, formulates equation)

EGAN

(*TECH: gives answer)

LEVIN

It's clear.

Levin steps into the next room, followed by Egan.

INT. CUBE 4~~7~~

Worth and Ryker pass through the doorway, join Levin and Egan. Worth looks back, sees Ellis lagging behind.

WORTH

Come on, Ellis.

INT. CUBE - SPACE

Ellis approaches the doorway, just as a sudden RUMBLE shakes the room.

Ellis runs for the exit.

INT. CUBE 4~~7~~

Ellis is right by the entrance. Ryker blocks his way.

RYKER

This is for building the damn thing!

Ryker kicks Ellis in the chest. Ellis falls back, just as a cube moves to occupy the space.

Ellis' SCREAM is abruptly cut off as he is crushed by the incoming room.

Worth stares at Ryker, amazed by his cruelty.

RYKER

What are you staring at? He helped build this thing...

WORTH

Yeah...And you didn't need him any more.

RYKER

Damn right...Don't just stand there. Let's move.

Levin moves to the far door, opens it, peeks inside.

LEVIN

(*TECH: reads number, equation)

EGAN

(*TECH: answers)

LEVIN

It's safe.

Levin passes through the doorway, followed by Egan.

Worth stands in the middle of the room.

RYKER

Go...What are you waiting for?

Worth walks to the doorway, steps through, disappears inside. Ryker follows, a few paces behind.

INT. CUBE 42

Ryker sticks his head through the doorway. Suddenly, the door slams shut on his neck.

Worth grabs Ryker by the hair, slides the door open, then brings it down on Ryker's neck again. Ryker screams in agony, but he can't budge. Worth hits him again, chokes him with the door. Worth looks to Levin.

WORTH

Hurry up!

Levin stands by the opposite doorway, making calculations with Egan.

Ryker tries to pull his head back, but it's caught in the door like a vise. Worth releases the door. Ryker falls back into the room. Worth holds the door handle in the closed position.

LEVIN

Got it!

Worth releases the handle, rushes to Levin and Egan. They pass through the doorway into the next room.

Ryker weakly slides the door open. He coughs, gasps for air. There is a massive purple bruise around his neck.

INT. CUBE ~~48~~ 49

Levin and Egan make calculations. Levin looks to Worth.

LEVIN

Is he dead?

WORTH

I doubt it...Hurry up.

INT. CUBE 48

Ryker passes through the doorway, collapses inside. He sits up, looks to the door, his face a mask of rage.

INT. CUBE 49

Levin and Egan complete the calculations.

EGAN

(*TECH: gives answer)

LEVIN

It's clear.

WORTH

Go! Go...

Levin and Egan step through the doorway. Worth steps up to the door frame.

The opposite door lurches open. A very mean looking Ryker rushes inside.

Worth hops through the opening, slams the door shut.

Ryker runs across the room.

INT. CUBE 50

Worth presses all his weight on the door handle to keep it closed.

WORTH

He's right behind us! Make it fast.

Levin opens the far door, checks the number.

LEVIN

I just need a few seconds...Hold him off.

Ryker BANGS on the door. Worth fights to keep it closed.

RYKER (O.S.)

I'm gonna get you, Worth!

EGAN

(*TECH: gives answer)

LEVIN

Damn it!

WORTH

What?

LEVIN

Trapped...

A massive RUMBLE shakes the room. Worth nearly falls, barely manages to hold onto the door handle.

WORTH

Check the floor!

INT. CUBE 49

An enraged Ryker pounds his fists against the door.

RYKER

You're dead, Worth! All of you are dead!

Ryker tugs the handle with all his might. It gives. He yanks the door open.

INT. CUBE 50

Ryker bursts into the room. Levin and Egan stand feebly in front of him but Worth is nowhere in sight.

RYKER

Where is he?

Ryker dashes forward, pushes Levin away. Levin is knocked off his feet. Ryker runs to the far door, flings it open, looks inside.

INT. CUBE 50

The room is empty.

INT. CUBE 49 X

Ryker turns to Levin.

RYKER

Where is he? I want Worth.

Ryker moves toward Levin. Levin backs away from him. Egan rushes forward, starts pummeling Ryker.

LEVIN

Egan, no. He'll kill you.

Ryker elbows Egan in the face. Egan stumbles back, trips, falls.

Levin keeps backing away. He crosses the floor door.

Ryker edges closer to Levin. He takes a step forward, suddenly drops out of view.

INT. CUBE 50 52

Ryker tumbles into the room, lands head first on the ground.

Worth hangs from the ceiling, holding onto the door frame. He jumps down, moves to Ryker.

Ryker is out cold. Worth leans down, punches him squarely on the jaw for good measure.

WORTH

Nighty-night.

Another RUMBLE shakes the room.

Levin pokes his head through the ceiling door, sees Ryker lying unconscious on the ground.

LEVIN

Well done.

WORTH

Thanks.

Levin leans in, extends his arms through the doorway. Worth jumps up. Levin catches him, helps pull him up.

INT. CUBE 49

Worth grabs the door frame, lifts himself into the room.

LEVIN

Come on. This way...

Levin joins Egan by the door. Levin passes through. As Worth steps part way inside, the room suddenly shakes. It's moving.

INT. CUBE 52

Worth stumbles into the room. Worth cries out to Egan.

WORTH

Egan, get in here! Hurry!

Egan stands behind the doorway, paralysed with fear. His room starts rising. Egan CRIES out as he is carried off.

WORTH

Egan!

Egan's CRY is heard faintly in the distance.

LEVIN

I can still hear him. He hasn't moved very far.

WORTH

(shouts)

Egan! Listen to me. Don't move. I'm coming to get you.

Worth moves to a door.

LEVIN

Be careful...

WORTH

I'll be right back. Don't you go anywhere.

Worth opens the door, removes one of his boots, throws it inside. The room appears safe. He passes through the doorway.

INT. CUBE 53

Worth shouts into the empty room:

WORTH

Egan! Talk to me.

A muted WAIL echoes in the distance.

INT. CUBE 54

The door opens. Worth tosses the boot. The room seems clear. He steps inside. He hears a muffled WHIMPER from below. Worth opens the door in the floor.

WORTH

Egan?

INT. CUBE 52

Another RUMBLE echoes throughout the structure. Levin calls out:

LEVIN

Worth, hurry...Time's running out.

INT. CUBE 55

The boot descends into the room, touches the ground. Nothing happens. Worth leaps inside.

WORTH

Egan, where are you?

Suddenly, a door opens, revealing Egan. He runs into the room.

WORTH

(shouts)

I got him!

INT. CUBE 52

Levin studies the numbered engraving. His face lights up as he is struck by a realization.

LEVIN

(shouts)

Worth, get back here as fast as you can...

INT. CUBE 55

Worth struggles to boost Egan up to the ceiling. Egan grabs the handle, opens the door, pulls himself up.

WORTH

Help me up.

Egan extends his hand. Worth jumps up, grabs it, but he's too heavy for Egan. Egan can't pull him in.

INT. CUBE 52

Levin cries out:

LEVIN

Listen to me, Worth. The next permutation of this room takes it next to the bridge. It will take us right there. All we have to do is ride it out...Do you hear me?

INT. CUBE 55

Egan strains to pull up Worth.

WORTH
(shouts)

I hear you! We're on our way.

LEVIN (O.S.)

Move it!

Worth looks up.

WORTH

Come on, Egan. You can do it. I know you can...

Egan pulls with all his might, succeeds in raising Worth a few inches, just far enough that he can reach the door frame.

INT. CUBE 54

Worth lifts himself into the room. He gets up, glances about.

WORTH

Oh, no! Which door...?

Worth looks from door to door: they're identical.

Worth chooses a door, takes off his boot. He throws it into the connecting room.

INT. CUBE 56

The boot sails through the room, setting off a spray of deadly gas.

INT. CUBE 54

Worth quickly shuts the door, runs to the opposite side of the room.

LEVIN (O.S.)

Wooorth!

Worth takes off his other boot, opens the door.

INT. CUBE 52

Levin watches through the doorway as Worth and Egan enter the connecting cube.

LEVIN

Get in here. The room could move any second.

Egan and Worth leap through the doorway.

WORTH

Made it!

Instantly, the room lurches forward. Everyone's thrown to the floor. The room trembles as it moves, then comes to a sudden stop.

Worth, Levin and Egan get to their feet.

LEVIN

This should be it...

WORTH

Which way?

Levin indicates a door.

LEVIN

Through there...

Worth apprehensively steps to the door, grips the handle.

WORTH

Here it goes...

Worth slides open the door, revealing blackness. He looks to Levin.

WORTH

What's going on?

LEVIN

Be patient.

Suddenly, there is an ear-splitting RUMBLE. The open doorway is gradually replaced by another entrance, as the bridge room slides into position.

WORTH

The bridge!

Worth and Levin burst into laughter, their fatigue and pain

instantly vanishing. Levin gestures to Worth:

LEVIN

After you.

Worth passes through the doorway.

INT. CUBE - BRIDGE

Worth steps inside, crosses the room, opens the door. Brilliant, white light engulfs the room.

How did Ryker
get there?
Can we drop
a hint?

Egan enters, joins Worth by the exit. Worth

Levin steps in.

LEVIN
(softly)

We did it...

Levin takes a step forward, suddenly stops. A metal object seems to burst through his chest. He takes his final breath. The object retracts. Levin falls. Ryker stands behind him, holding a bloody, broken door handle.

Worth is consumed by a violent rage.

WORTH
You're not getting out of here, you son-of-a-bitch!

Worth rushes Ryker, catches him off guard, grabs his wrist before Ryker can use the handle, pushes him into the wall.

Worth repeatedly slams Ryker's wrist against the metal wall. Ryker drops the handle.

Ryker knees Worth in the groin. Worth doubles over in pain. Ryker viciously kicks him in the face. Worth collapses. Ryker jumps on top of him, starts choking him.

Worth struggles to break free, to no avail. Ryker clearly has the upper hand. Worth's eyes start rolling back in his head.

Just then, something sharp connects with Ryker's face. Ryker falls over.

Egan stands above him, holding the door handle. Worth looks to him.

WORTH
(weakly)

Go! Get out of here! Through that door!

Ryker gets to his knees. Blood streams down his face. He moves back toward Worth. Using every bit of remaining strength, Worth punches Ryker in the stomach, sits up, delivers another blow to the back of Ryker's neck.

WORTH

Egan! Run!

Egan stands by the exit, stunned, uncertain what to do.

Another RUMBLE sounds. The bridge starts moving out of position.

Ryker swings back his elbow. It connects with Worth's nose. Worth falls back. Ryker swings around, repeatedly punches Worth in the face. Worth lies on the floor, motionless.

Ryker slowly gets to his feet. Egan backs away from him, moving closer to the exit.

The exit keeps shrinking. There are only seconds left to escape.

Ryker limps over to the narrow opening. Egan backs away, crossing the threshold, exiting the cube.

Ryker throws himself forward, his upper body landing on the door frame. He tries pulling himself out, but can't. His leg won't budge. He looks back.

Worth holds tightly onto Ryker's foot. Ryker tries to kick him off. Worth sees Egan through the doorway.

WORTH

Egan! Keep going! You made it!

The exit keeps shrinking. It's inches away from Ryker's torso.

RYKER

Let me go! Let me...

The bridge room lifts away from the exit, cutting Ryker off - literally. He is sliced in half, his legs and mid-section falling to the floor in an explosion of blood.

Worth rolls over, shuts his eyes and slips into unconsciousness.

EXT. CUBE - EXIT

Egan stands by the closed door, frightened and confused. He turns, steps forward, walks until he is completely consumed by the light.

FADE OUT

- RUKEN CHARACTER
NEEDS TO BE MORE
INTERESTING (WATCH
"VANISHING")

- ALSO, HIS MOTIVATIONS
SEEM UNCLEAR
(IE. WHY DOES HE
ADVISE TO TAKE
EGIAN?)

- INFO ABOUT RUKEN'S
PAST & LEVIN'S PAST
ARE TOO CLOSE TO
EACH OTHER.

- EULIS CHARACTER
UNDEFINED

↳ MAKE NEARLY
FEARFUL CHARACTER

- NO BACKSTORY
FOR WORTH
WHY IS HE IN
MARE.

* SHOULD LOOK
AT SOME ENSEMBLE
FILMS.

* WAVES OF FEAR

- EMPHASIZE THE
IDEA THAT THEY
WOULD HAVE MADE
IT BUT IF NOT
FOR THEIR
INTERNAL CONFLICTS

* RATE OF MOVEMENT
OF ROOMS INCREASES
AS THE MOVIE NEARS
END.

- PULL UP
RELATIONSHIP
BTWN EGIAN &
WORTH

AT SOME POINT
EGIAN ACCUSES
WORTH OF NOT
CARING ABOUT
ANYTHING. THEN,
AT THE END OF
THE FILM WE
SEE WORTH DEMONSTRATE
COMPASSION.

- HAS TO BE
REALLY MEANINGFUL
WHEN WORTH SAVES
EGIAN.