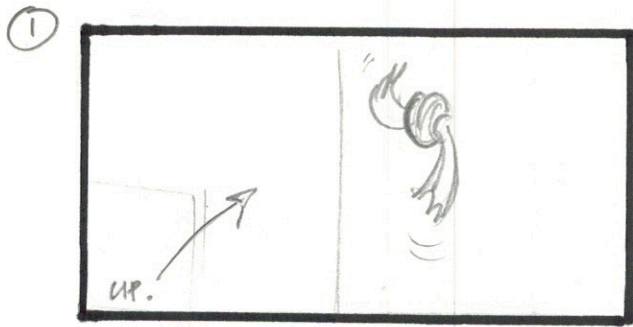
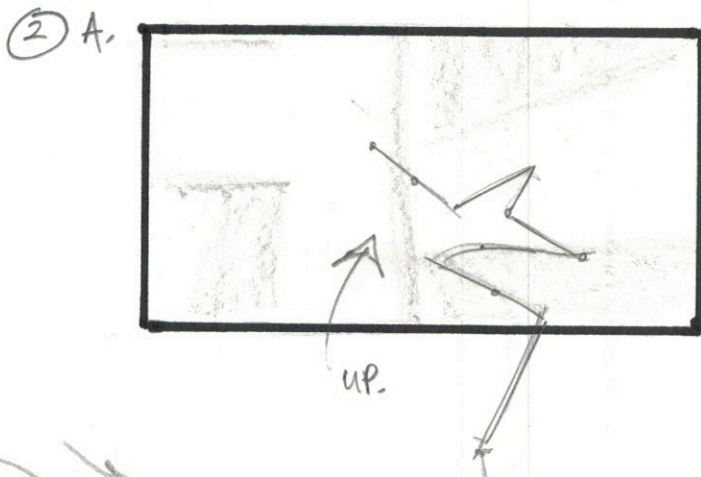


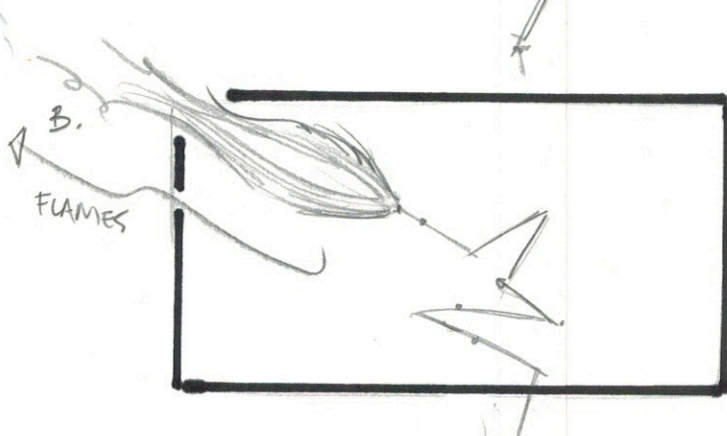
"TORCH"



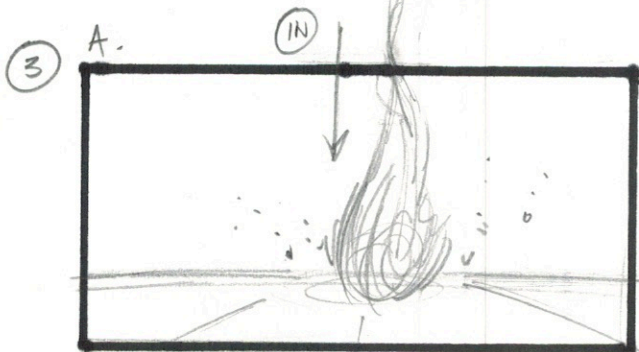
Q.'S BANDAGE IS
THROWN INTO THE ROOM.



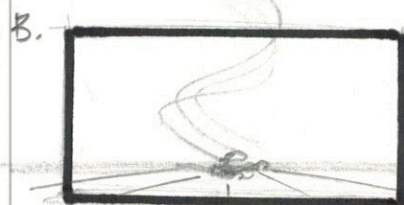
TRAP SPRINGS INTO FG



...SHOOT FLAMES.



ANGLE ON FLOOR = CLOTH DROPS
INTO SHOT ON FIRE.



CLOTH SMOLDERS.

"ACID DEATH"

①

A.



ANGLE ON R.

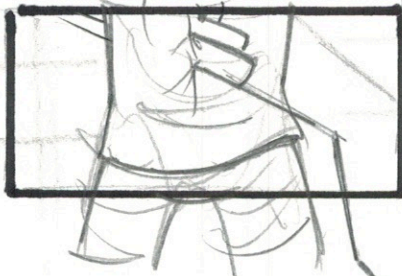
B.



SHHK!

- R. REACTS TO SOUND OF TRAP.

C.



R.'s STOMACH.

TILT



TILT DOWN TO REVEAL
R. HAS BEEN IMPALED.

②



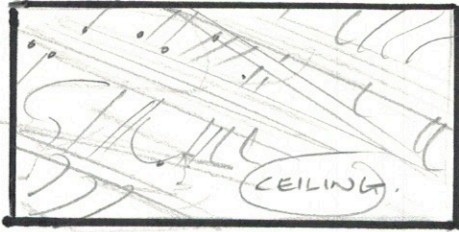
WIDE, DOWNSHOT - R. STRUGGLES.

③



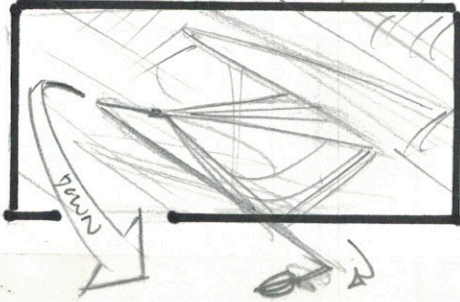
UPSHOT - R. STRUGGLING
TO PULL HIMSELF OFF
THE SPIKE.

④ A.



ANGLE ON CEILING PANEL

B.



TRAP EMERGES.

⑤

A.



B.



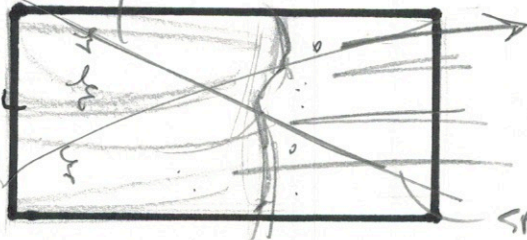
TRAP SWINGS DOWN IN C.

FG (SOFT FOCUS)



R. TRIES HARDER TO PULL HIMSELF OFF SPIKE.

⑥

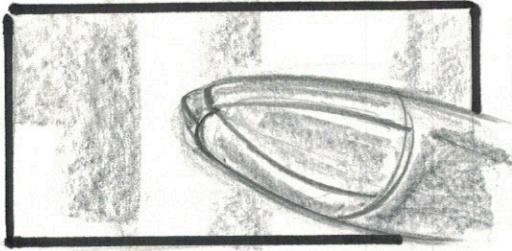


SPIKES

INSERT : R. PULLS HIMSELF OFF SPIKE.

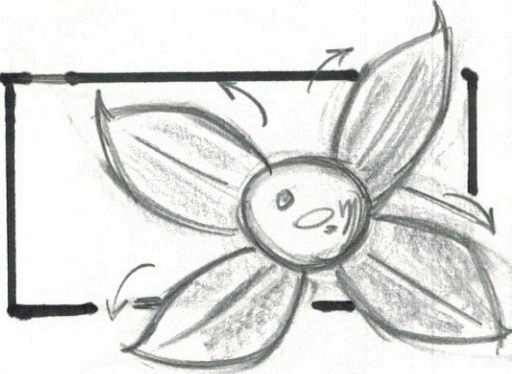
7

A.



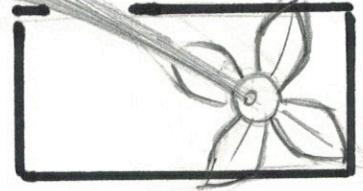
COMPONENT
ON TRAP
(SHALLOW FOCUS)

B.



OPENS
FLOWER
- LIKE

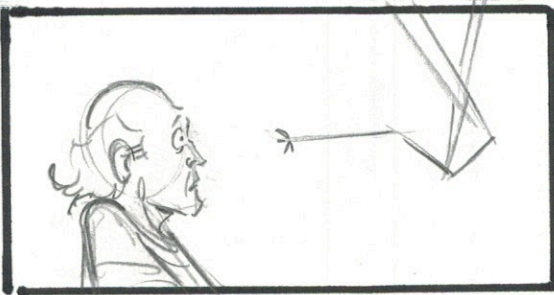
C.



SPRAYS
ACID.

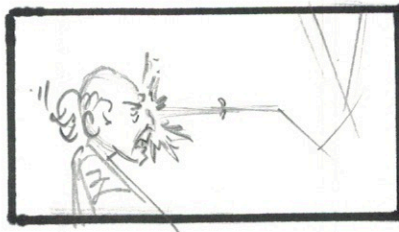
8

A.



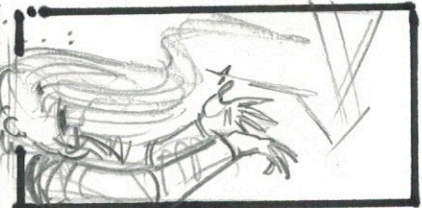
PROFILE
ANGLE.

B.



SPRAYS R.
W. ACID.

C. OUT.



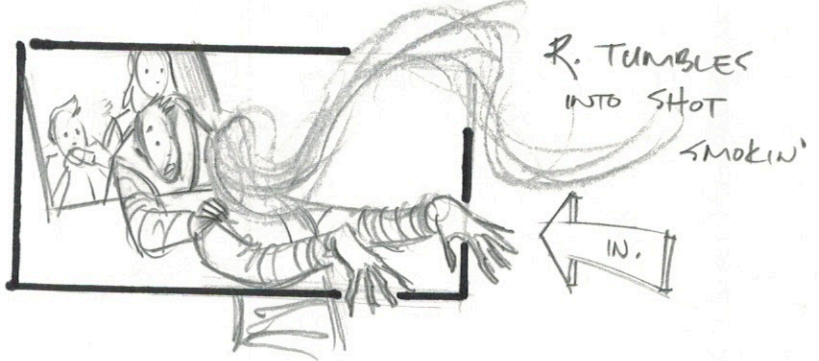
R. FALLS D.S.
FACE SMOKIN'.

9



ANGLE ON DOOR.
 Q. HOLDS H. BACK.

B.



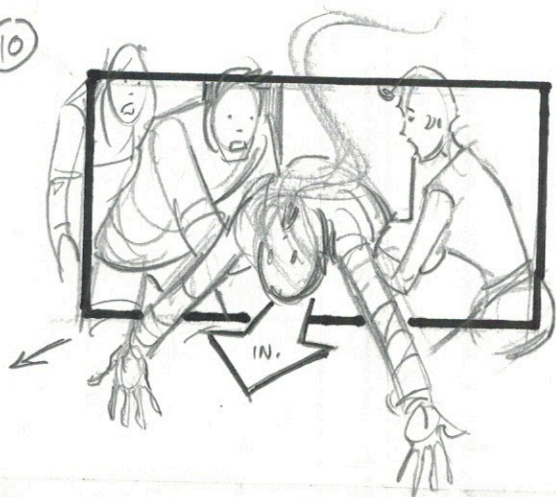
R. TUMBLES
 INTO SHOT
 SMOKE

C.



OTHERS
 PULL HIM
 INTO ROOM.

10

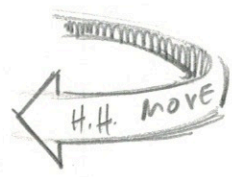


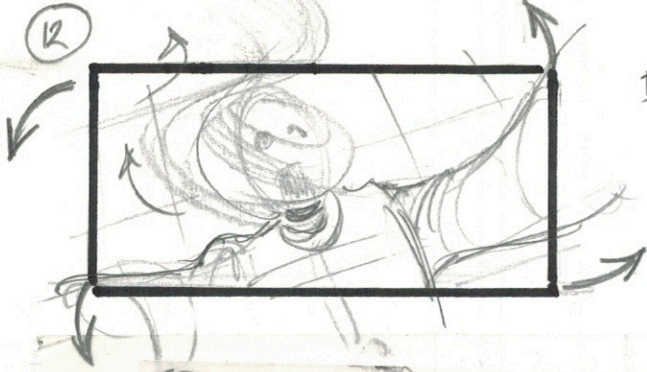
Q. & L. PULL
 R. INTO ROOM.

11

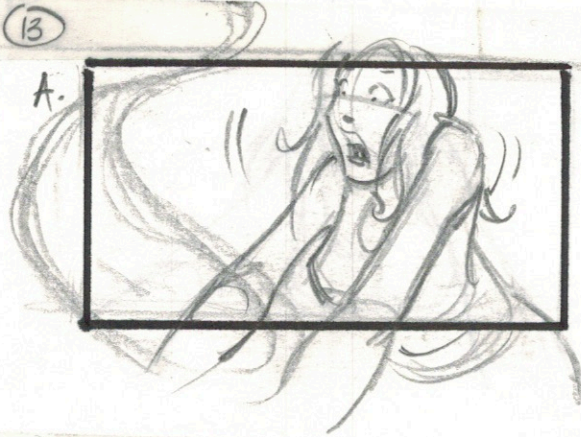


WIDE. H. TRIES TO
 ABSORB ACID WITH
 HER SHIRT. - H.H. MOVE
 CLOCKWISE.





12
DOWNSHOT - R. ON FLOOR, SMOKIN'.
H.H. ROTATION, (COUNTER-
CLOCKWISE).



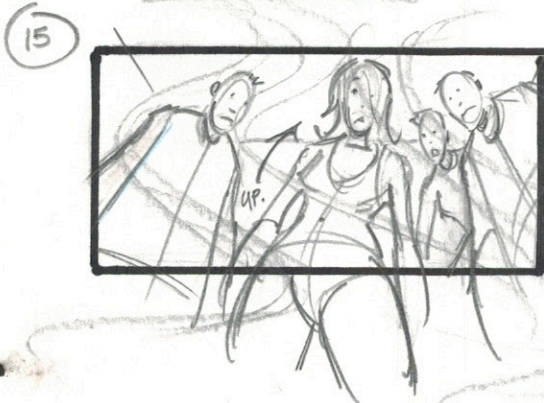
13
A.
H. TRIES TO ARGORB ACID.



B.
BURNS
HANDS.

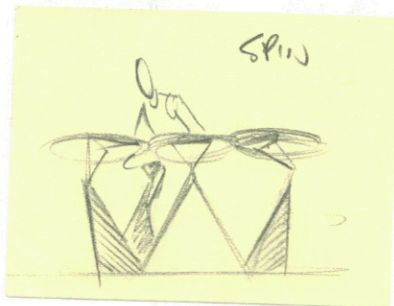
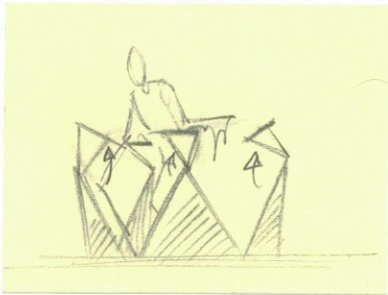
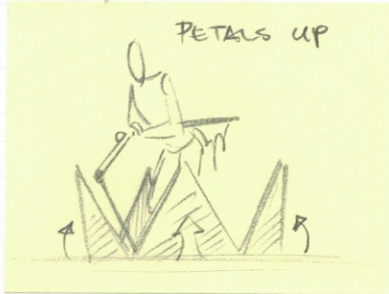
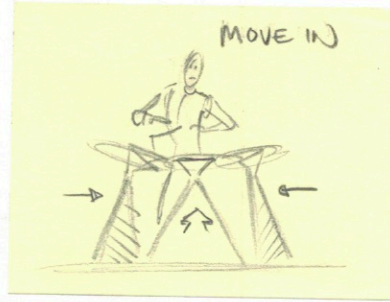
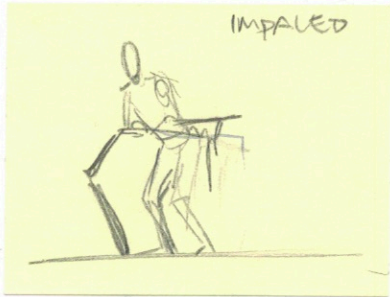


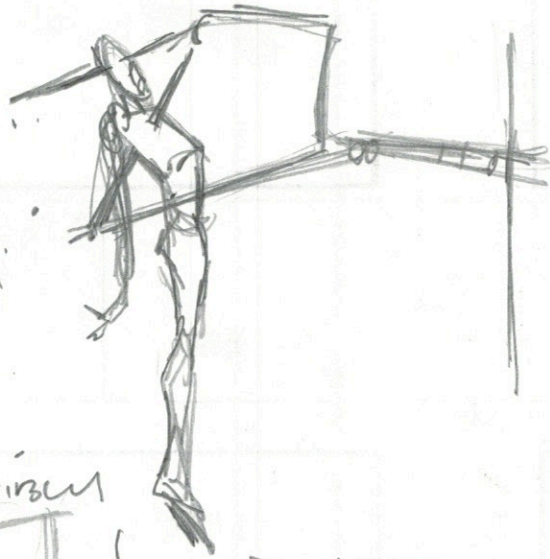
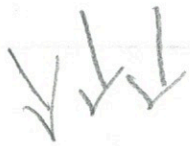
14
AFTERMATH OF THE ACID.



15
R. P.O.V. OF GROUP.
SMOKE WHISPS IN FG.

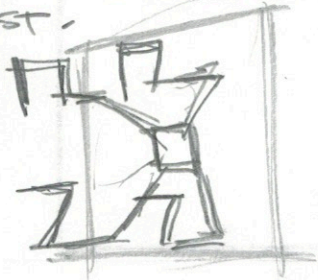
MCNEIL DEATH



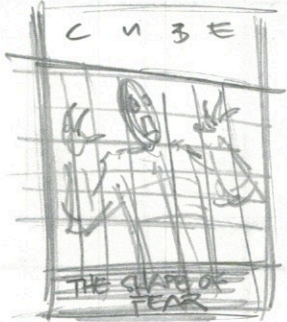
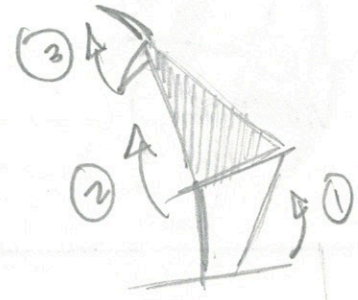
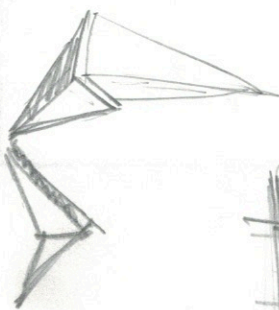
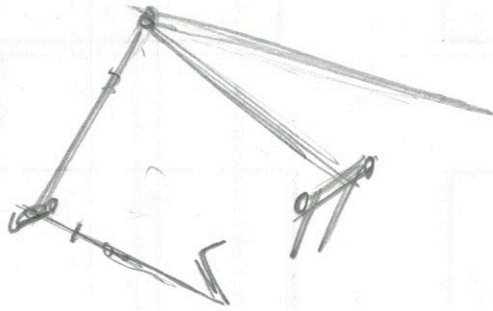


- SCREAMS WE DON'T KNOW WHY.
- STRANGESTEARING SOUND
- BLOODY GRID FORMS ON HIS SKIN

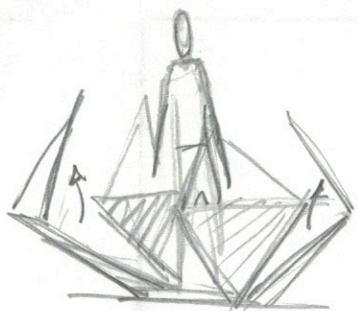
GEOMETRIC,
MOVE INCREDIBLY
FAST.



LIKE
MOUSETRAP

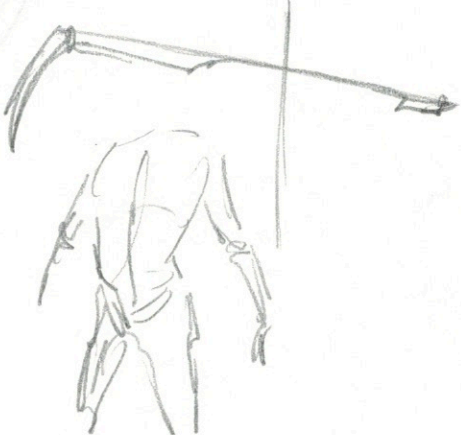


FLOWER
PETALS

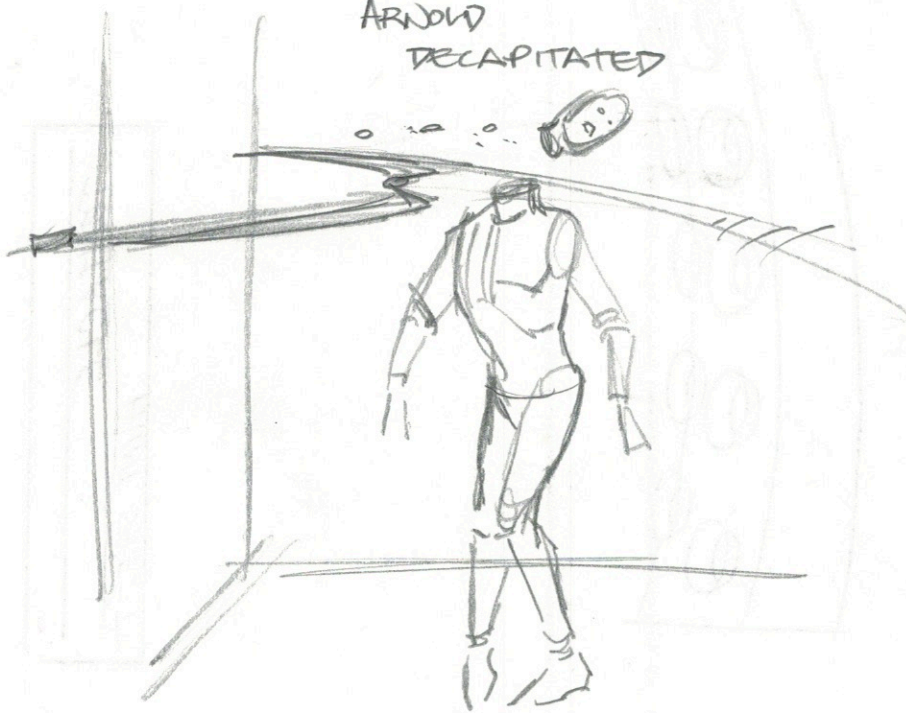


OREGAMI / VENUS FLYTRAP
DEATH

CHARACTERS



ARNOLD
DECAPITATED



QUENTIN SAVES LEAVEN

①

A.



L. NEXT TO DOORWAY.

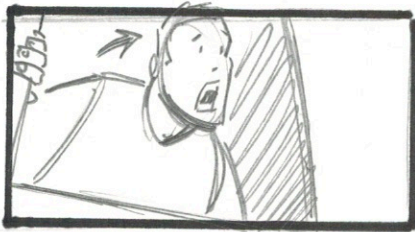
B.



TRAP EMERGES SLOWLY FROM PATTERN IN WALL.

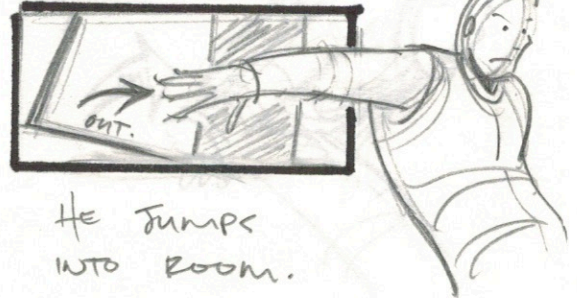
②

A.



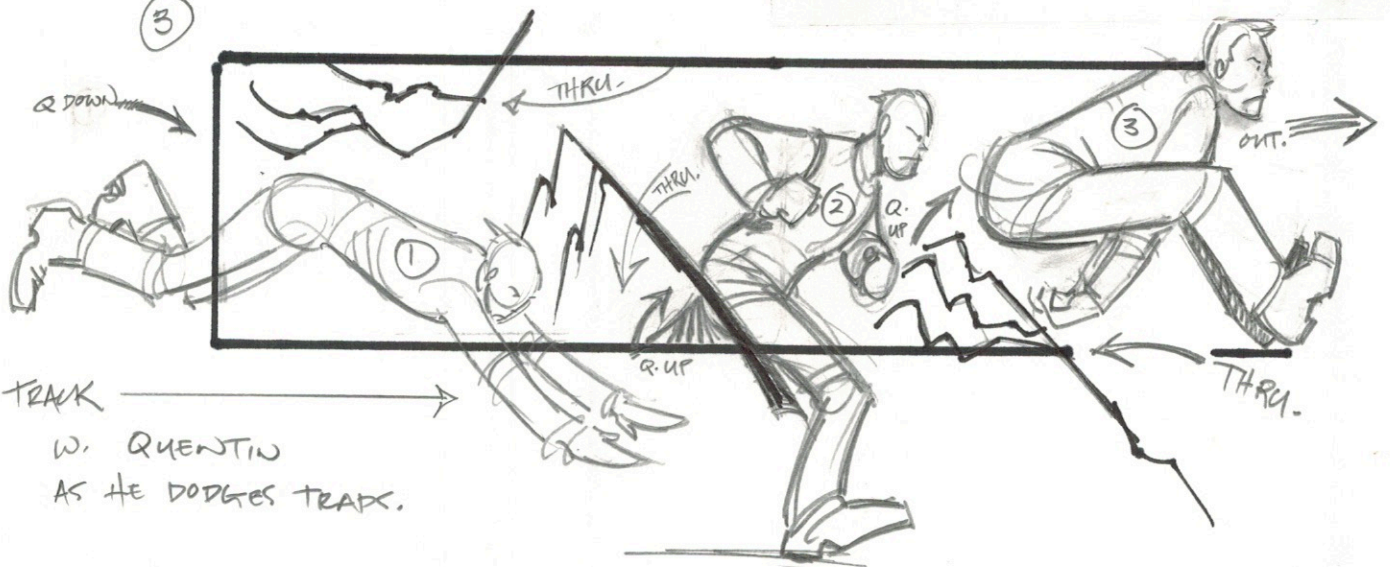
Q @ DOORWAY

B.



HE JUMPS INTO ROOM.

③



TRACK
W. QUENTIN
AS HE DODGES TRACKS.

④
TRAP THRU. BG



TRAP THRU FR.

Q. RUNS TOWARD CAM.
(LOW WDS.)

⑤



Q'S P.O.V.

TRAPS SPRING AT HIM.

⑥ A.



TRAP IN SLOWLY

CGI

PROFILE L. WATCHING Q.

B.



HE PUSHES L. OUT
OF THE WAY
OF TRAP AS IT
CLAWS AT
HER.

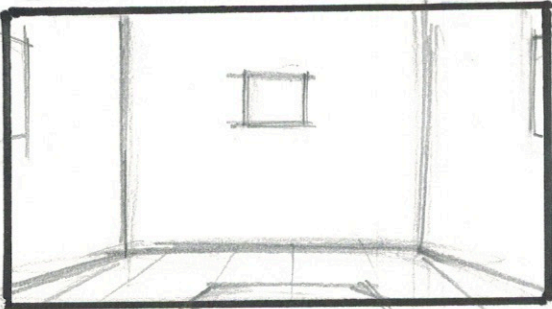
"QUENTIN ENCOUNTERS A TRAP"

①



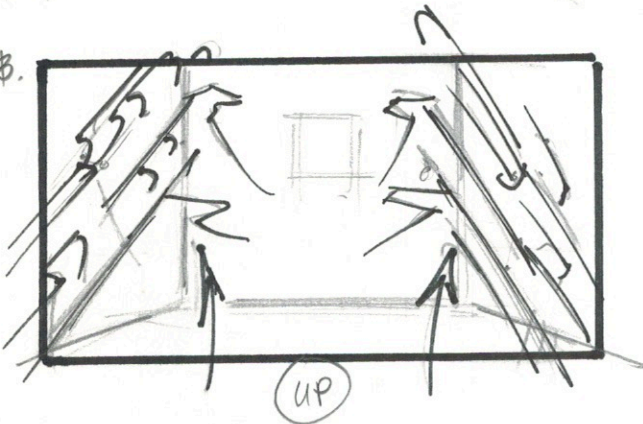
Q. POKES HIS HEAD
OUT OF THE DOORWAY.

② A.



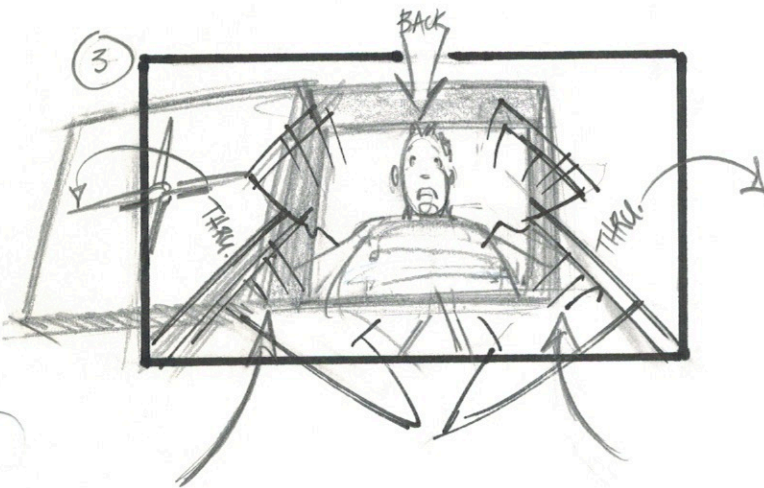
Q.'S P.O.V.

B.



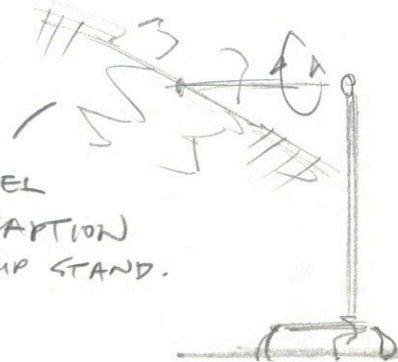
TRAP SPRINGS
INTO FG.

③

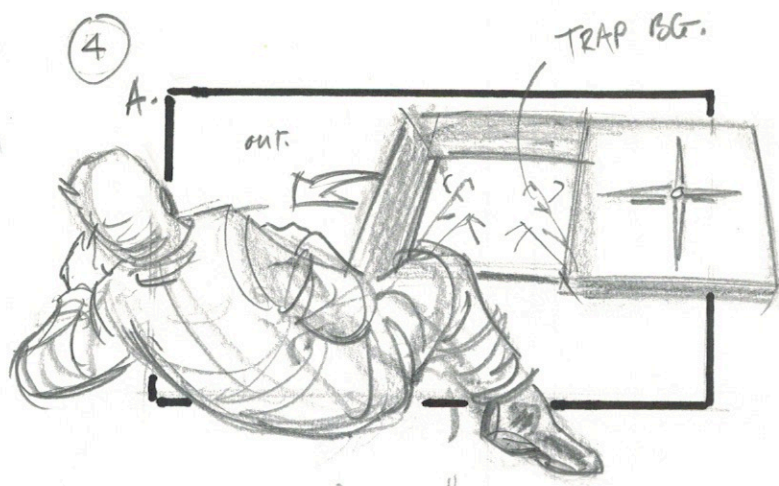


Q. BACKS OUT
OF THE WAY
AS TRAP SPINGS
IN FRONT OF
HIM.

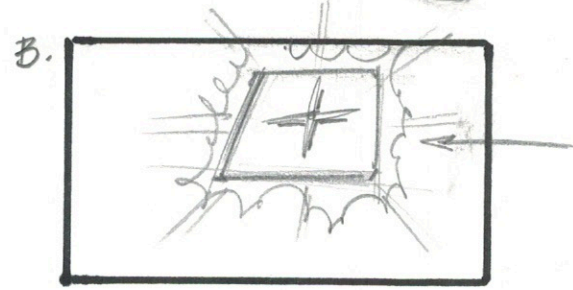
PIN-WHEEL
CONTRACTION
ON LEAF STAND.



4

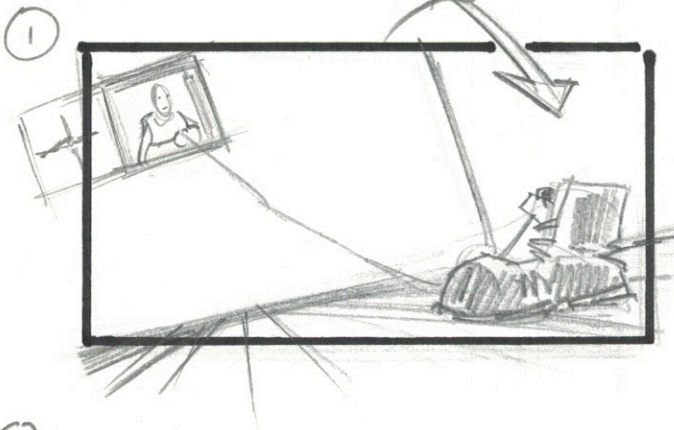


Q. FALS O.S.

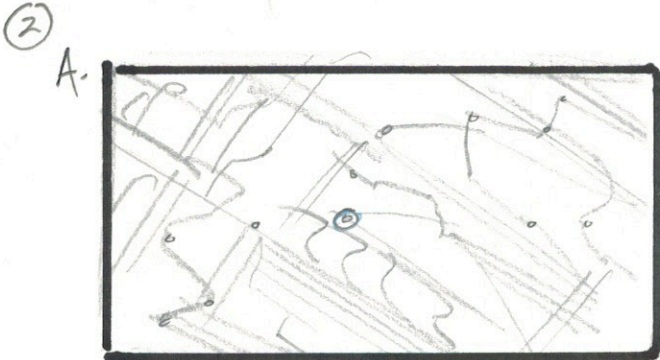


DOOR SLAMS SHUT.

"FREEZERATOR"

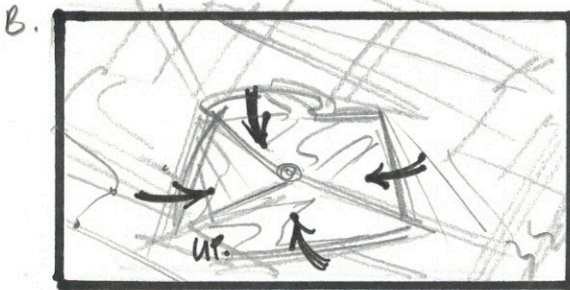


RENNEES CASTS THE BOOT

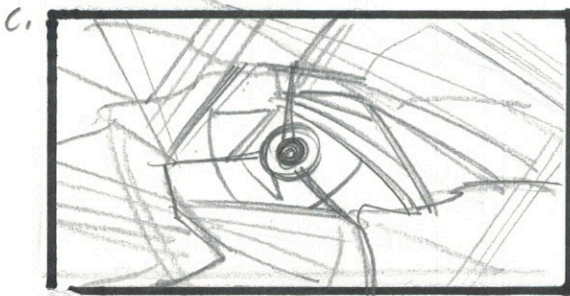


CU. PATTERN ON WALL

11215 / PISTON R&VA



TRAP EMERGES



COMES UP TO CAM.



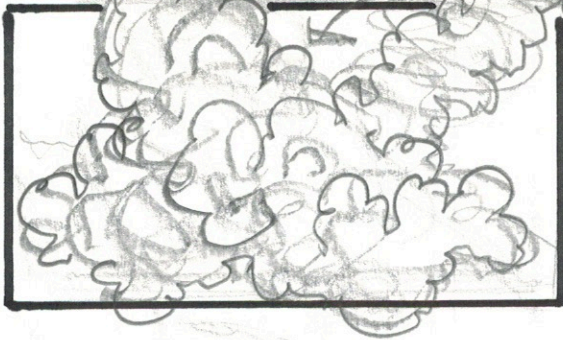
... SPRAYS GAS INTO LENS.



... FILING FRAME.

3

A.



SMOKE

GAS ENGLUPHS BOOT.

B.



...CLEARS. - BOOT FROZEN.

4



RENNES PULLS BOOT BACK INTO ROOM

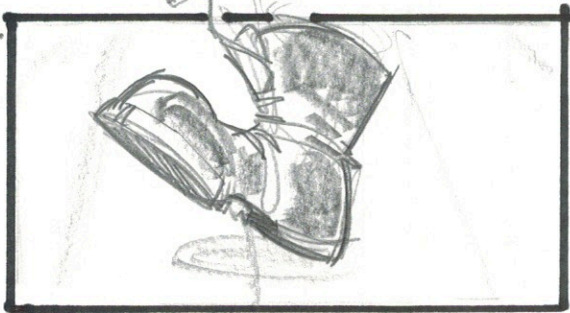
B.



...DROPS IT.

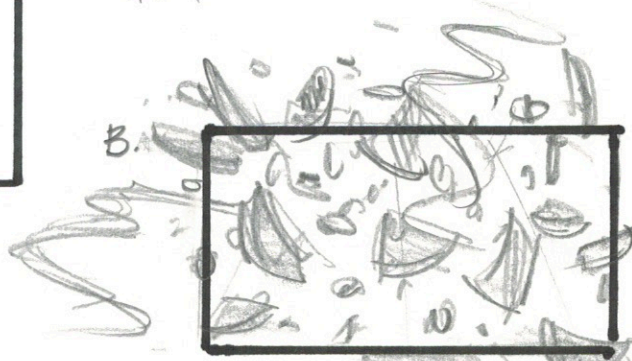
5

A.

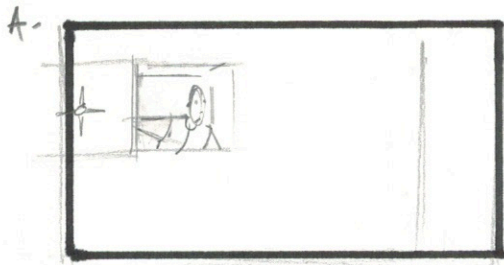


FROZEN BOOT FALLS INTO GLOT

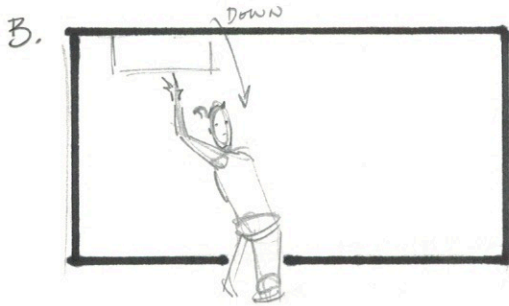
B.



SHATTERS ON IMPACT.



WIDE ON DOOR.
IT OPENS.



ADJUST A. JUMPS DOWN.

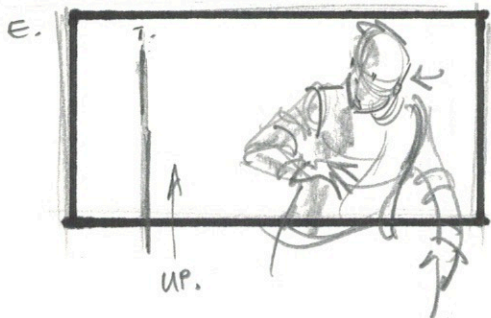


STEPS TOWARDS CAM.

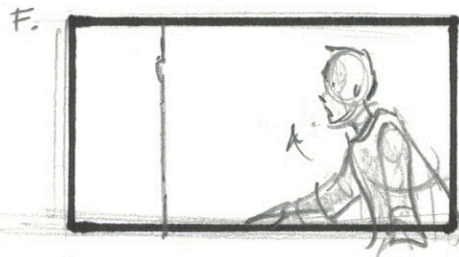
BRIGHT
WALL



STOPS, RELAXES.

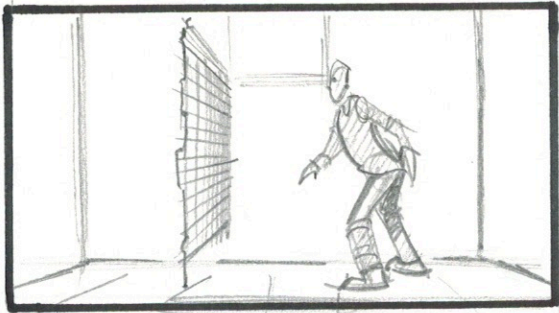


TRAP POPS UP
BEHIND A.



HE TURNS
TO IT.

2



WIDE ANGLE - A. & MESH.

3

A.



CU. A.

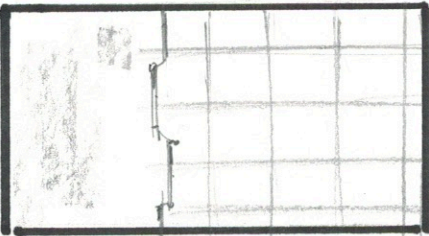
B.



REACTS TO MESH SWING.

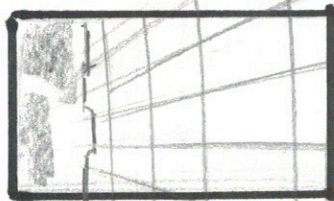
4

A.



A'S P.O.V. OF MESH.

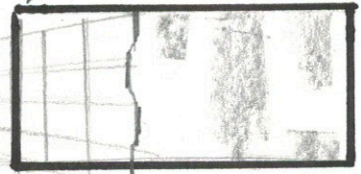
B.



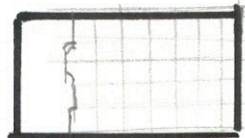
MESH SWINGS PAST CAM.

SWING

C.



... COMPLETES 360° TURN.



STOPS IN ITS ORIGINAL POSITION.

MESH SETTLES.

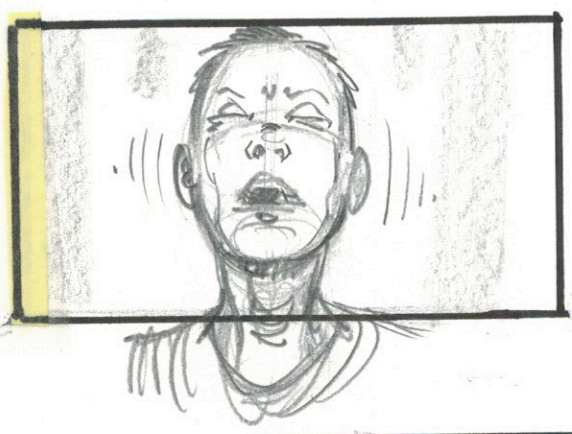
4



MESH RETURNS TO ITS ORIGINAL POSITION.

5

A.



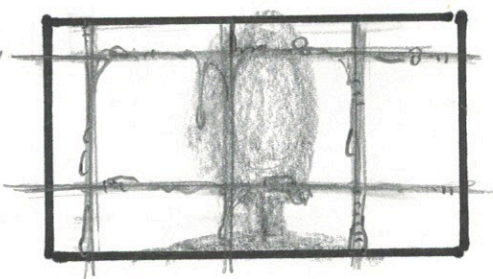
C.U. A.

B.



OPENS HIS EYES.

C.



RACK FOCUS TO BLOODY WIRE MESH IN FG.