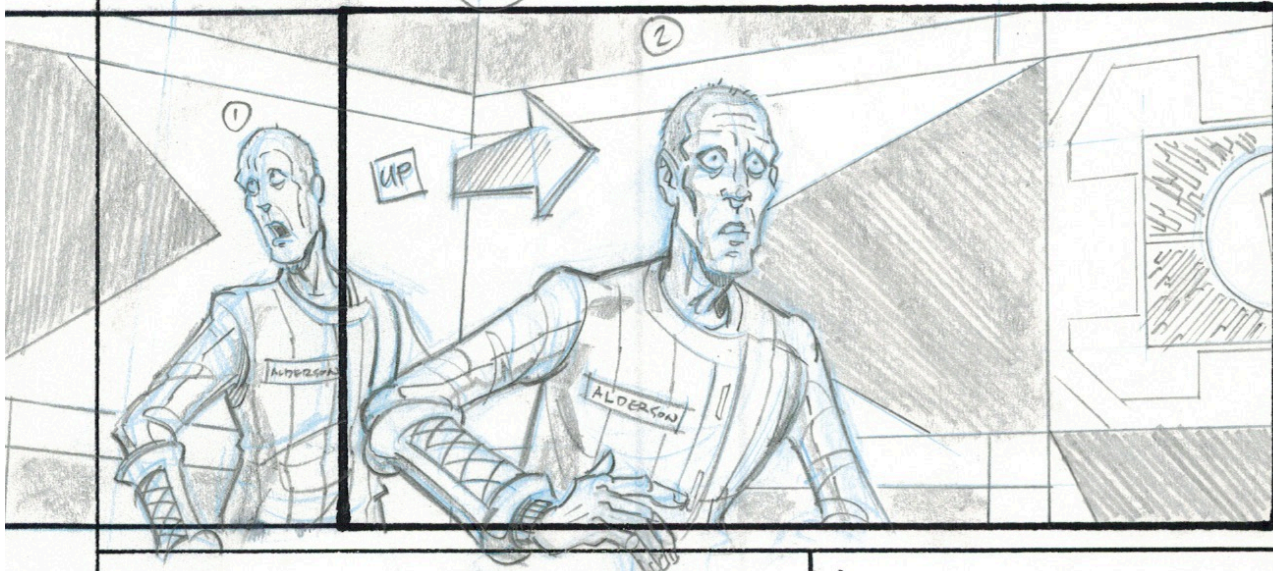


DIAL:

ACTION:

(CUT) ALDERSON ENTERS CUBE.

(PAN) →



DIAL:

ACTION:

(CUT) M.S. ALDERSON.  
PAN (W) HIM AS HE STEPS FORWARD.



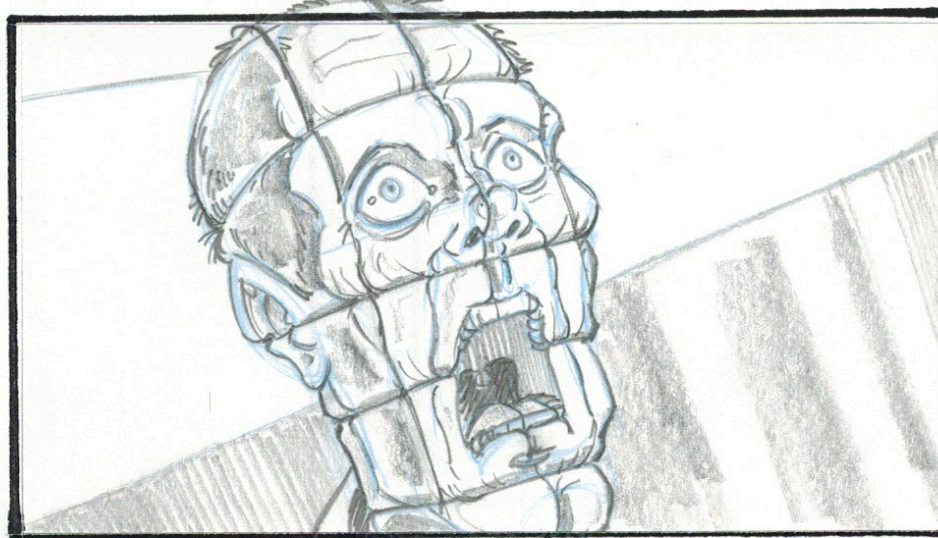
DIAL:

ACTION:

...REACTS TO SOMETHING.

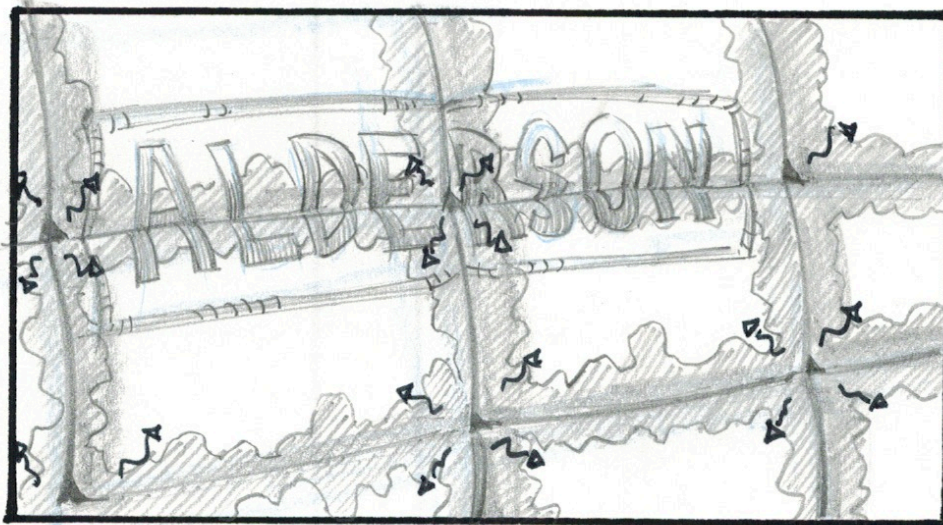
DOLLY IN.

SHOT 2 CONT.



DIAL:

ACTION: RAPID DOLLY IN TO ALDERSON. GRID PATTERN FORMS ON HIS FACE.

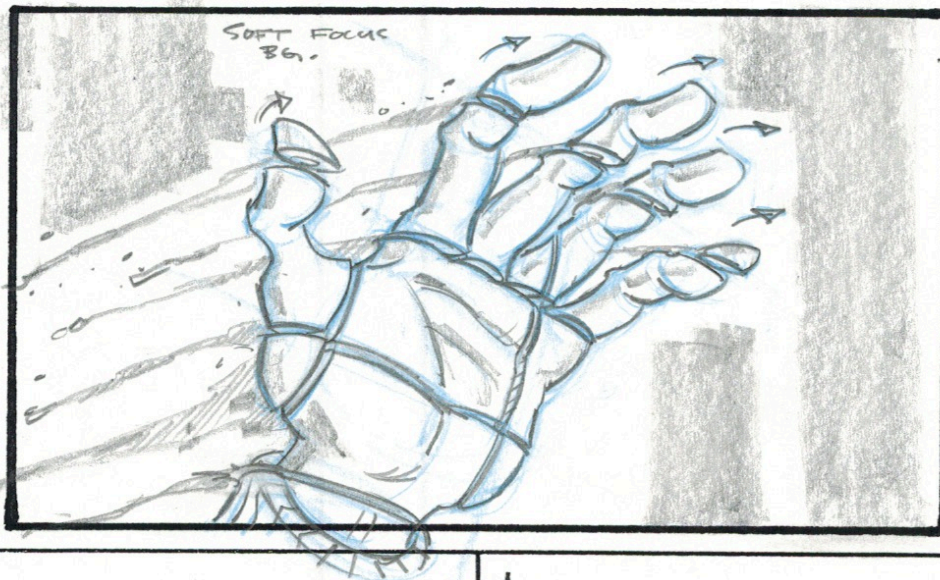


DIAL:

ACTION:

(CUT) INSERT = BLOOD  
SOAKS ALDERSON'S SHIRT

\* SLOW MOTION.



DIAL:

ACTION:

(CUT) INSERT = ALDERSON'S  
HAND SLICED.

\* SLOW MOTION.

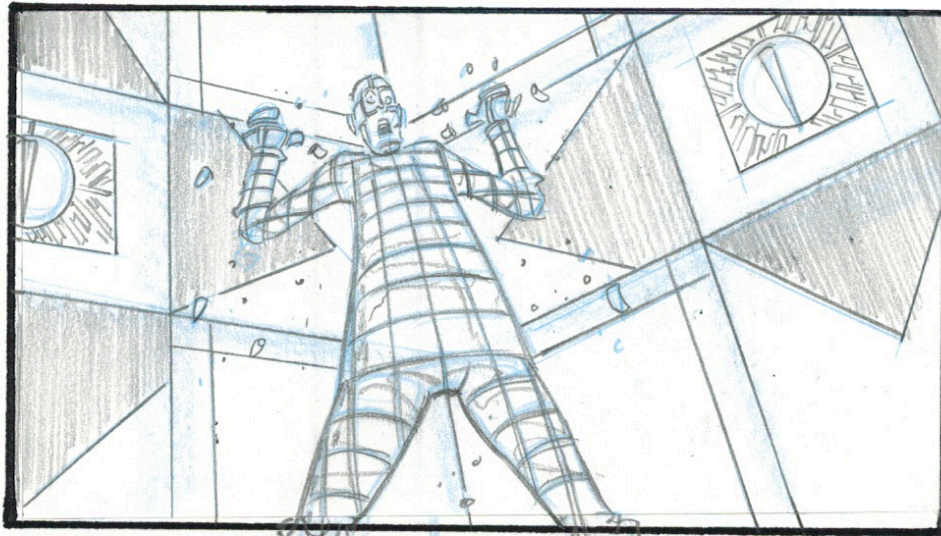


SOFT FOCUS  
Bg.

DIAL:

ACTION:

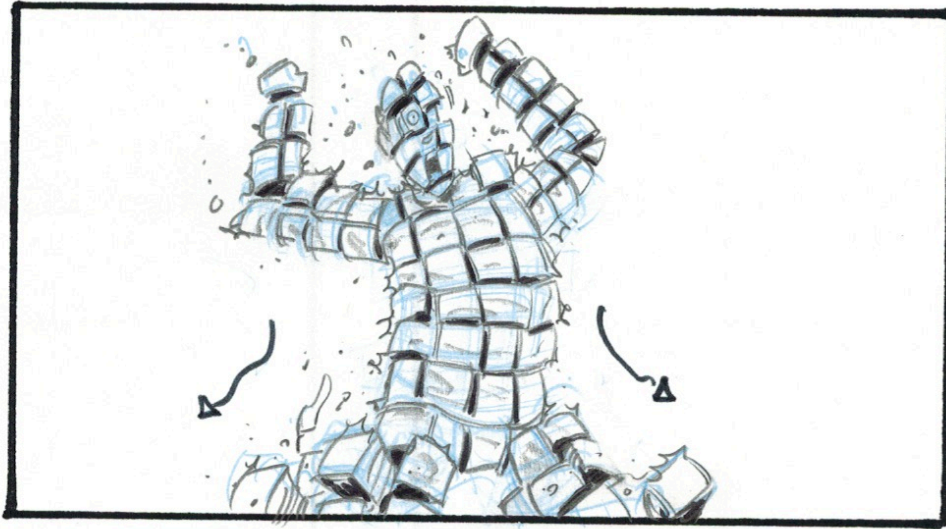
(CUT) ALDERSON'S RIGHT EYE SLOWLY SLIDES AWAY FROM HIS FACE,  
\* SLOW MOTION.



DIAL:

ACTION:

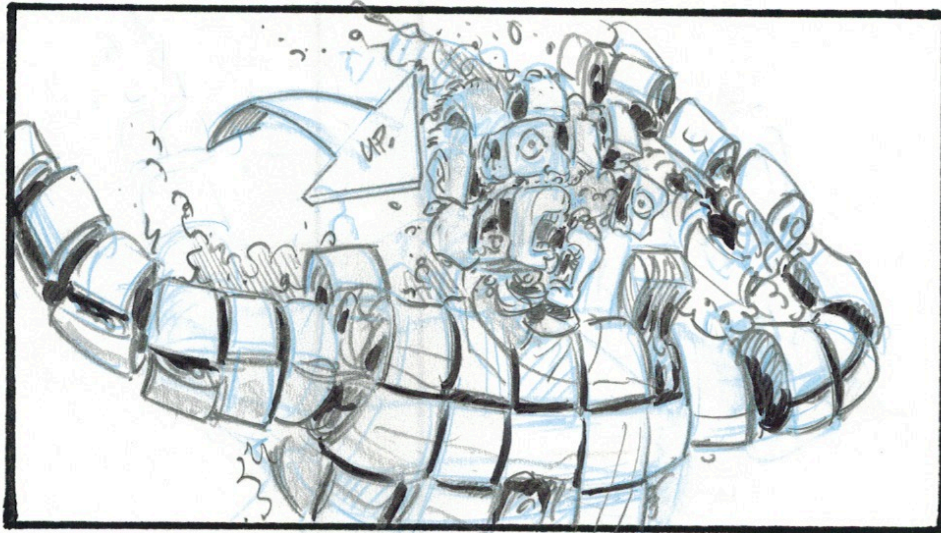
(CUT) WIDE. - UPSHOT.  
ALDERSON'S ENTIRE BODY  
(W) GRID IMPRESSION,  
- SMALL PIECES OF HIM FALL AWAY.



DIAL:

ACTION:

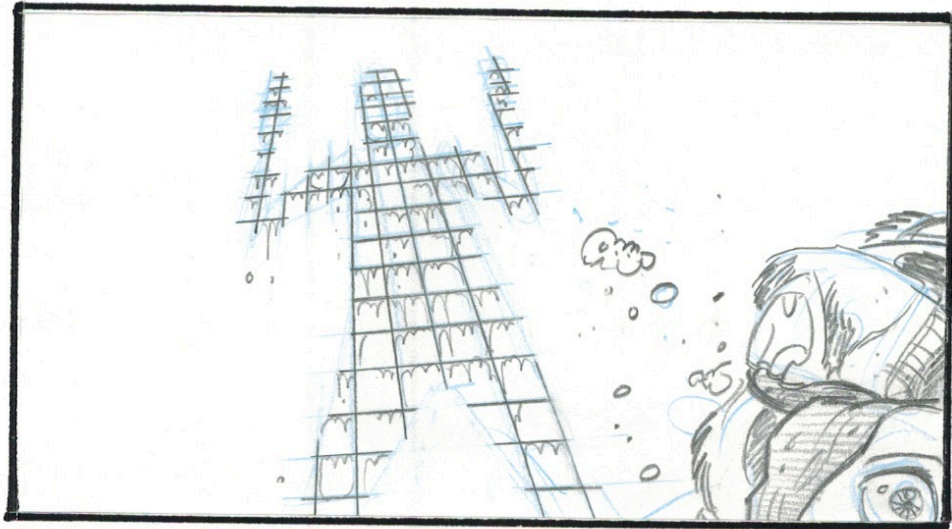
ALDERSON'S BODY  
COLLAPSES "LIKE A  
BUILDING UNDER  
DEMOLITION!"



DIAL:

ACTION:

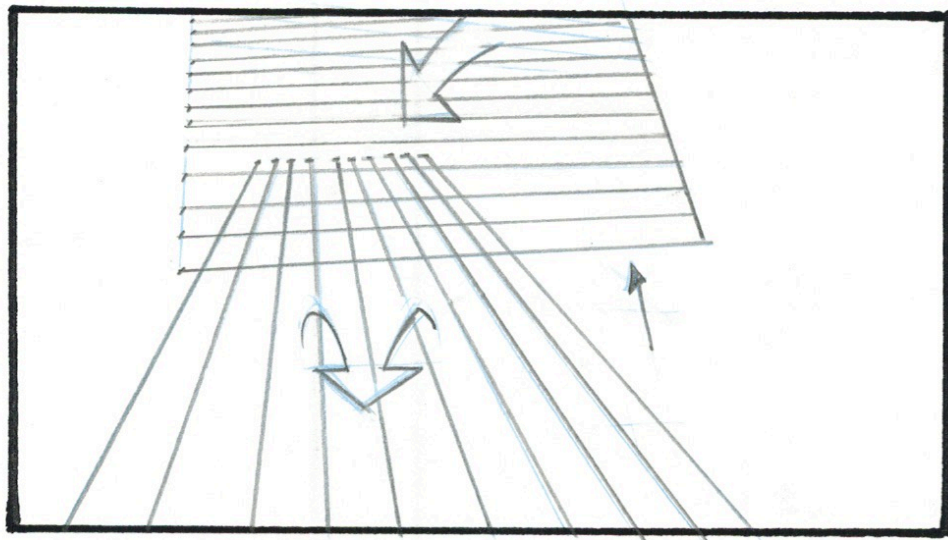
... FALLS FORWARD  
TOWARD CAMERA.



DIAL:

ACTION:

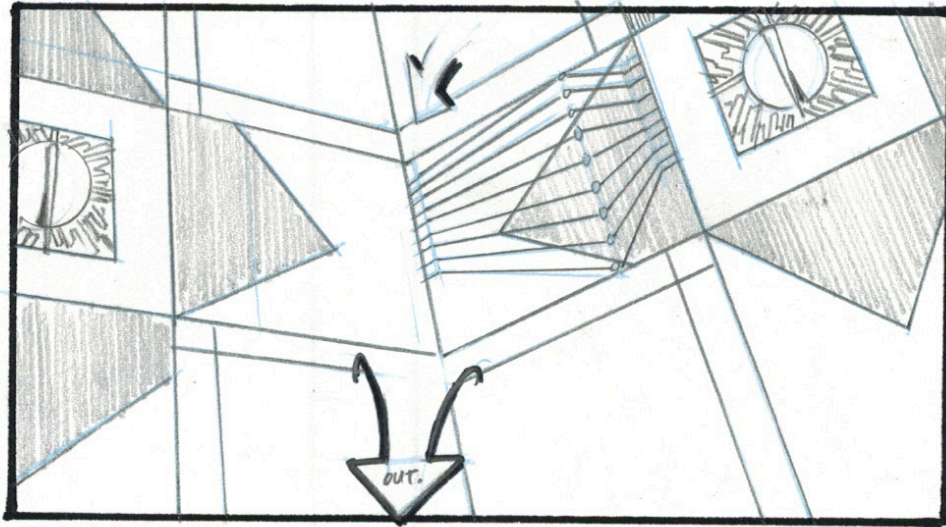
ANDERSON'S REMAINS  
 FALL PAST CAMERA  
 REVEALING BLOODY OUTLINE  
 IN BG.



DIAL:

ACTION:

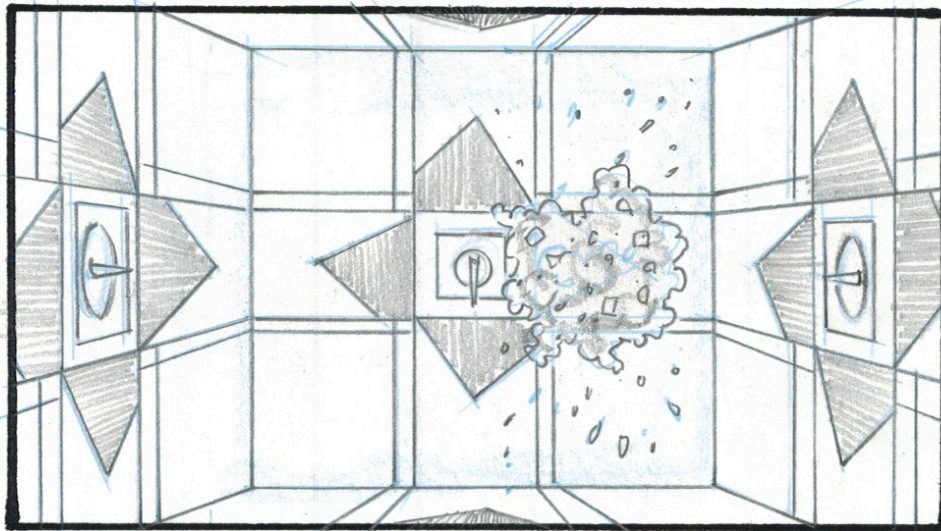
WIRES BECOME VISIBLE  
 AS THEY MOVE INTO THE  
 LIGHT.



DIAL:

ACTION:

WIRES RETRACT SEAMLESSLY INTO THE WALL.



DIAL:

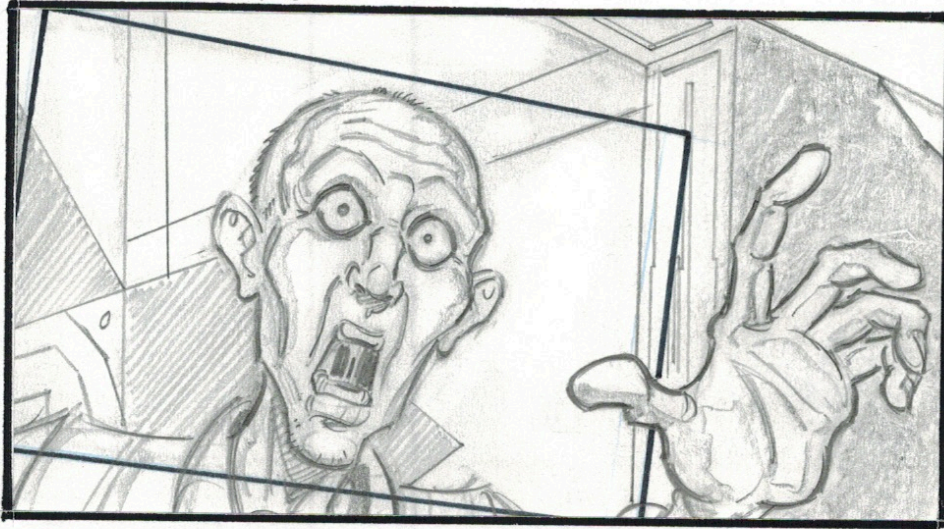
ACTION:

(CUT) EXTREME DOWNSHOT OF ALDERSON'S REMAINS.

FADE OUT...

SHOT 1.

PUSH-IN



DIAL:

KAZAN:

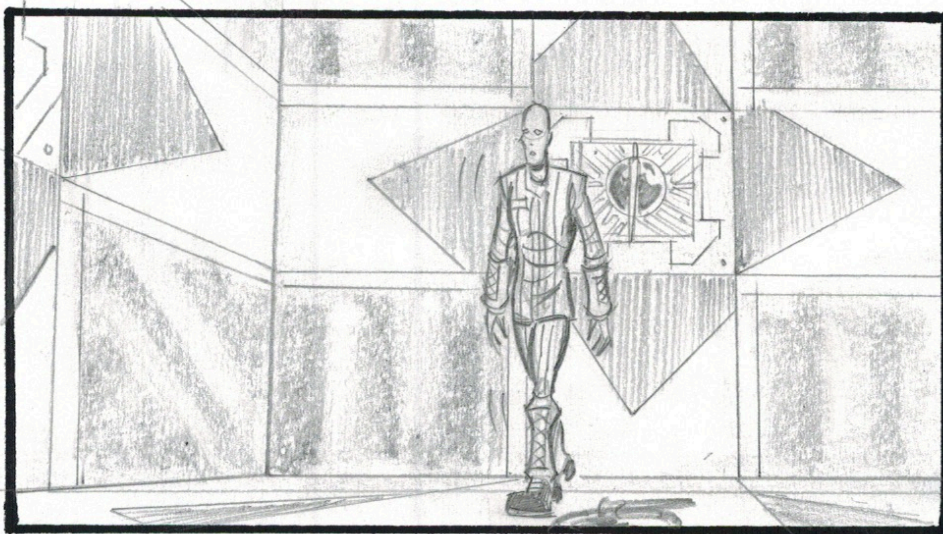
WAIT! STOP!

DON'T MOVE.

ACTION:

CUT TO KAZAN. PUSH IN TO HIM AS HE SENSES SOMETHING IS WRONG.

SHOT 2.



DIAL:

ACTION:

CUT WIDE ON WORTH. HE FREEZES IN HK TRACKS.





DIAL:

WORTH:

WHY? WHAT?

ACTION:

CUT TO CU. AS  
WORTH REACTS.

\* WING LENS.

RACK FOCUS.

SHOT 3 CONT.



DIAL:

ACTION:

RACK FOCUS TO REVEAL  
WIRES IN FG.



DIAL:

MCNEIL:

GET OUT!

ACTION:

(CUT)

MCNEIL SHOUTS OUT DOOR.

(PAN)



SHOT 5.



DIAL:

ACTION:

(CUT) TO WORTH. - REACTS TO WIRES. TURNS TO LEAVE, BUT WIRES SURROUND HIM.



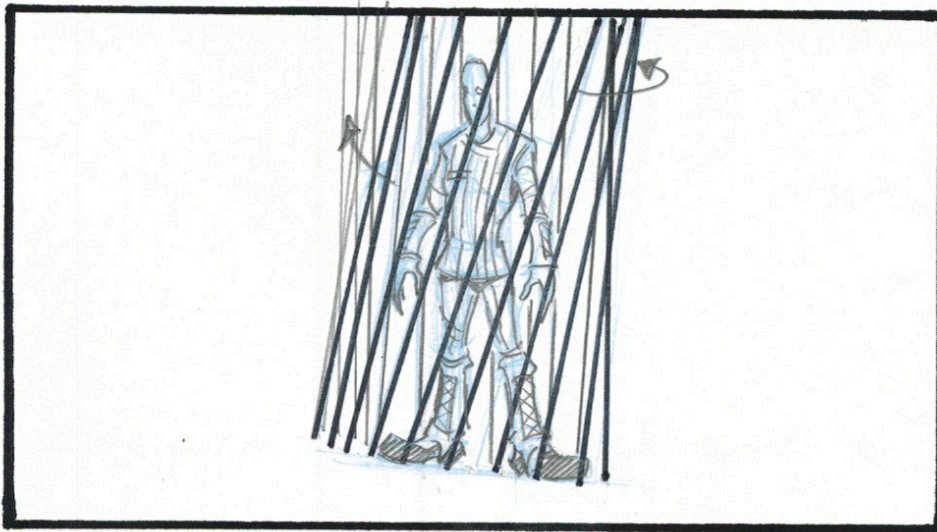
DIAL:

Halloway = (α)

IT'LL CUT YOU TO  
PIECES. MOVE!

ACTION:

CUT WIDE - WORTH  
SURROUNDED BY WIRES.



DIAL:

ACTION:

... WIRES START TO  
TWIST.



DIAL:

ACTION:

CUT C.U. WORTH.

HE LOOKS AROUND IN DESPERATION.

- WIRES CONTINUE TO TWIST.



DIAL:

ACTION:

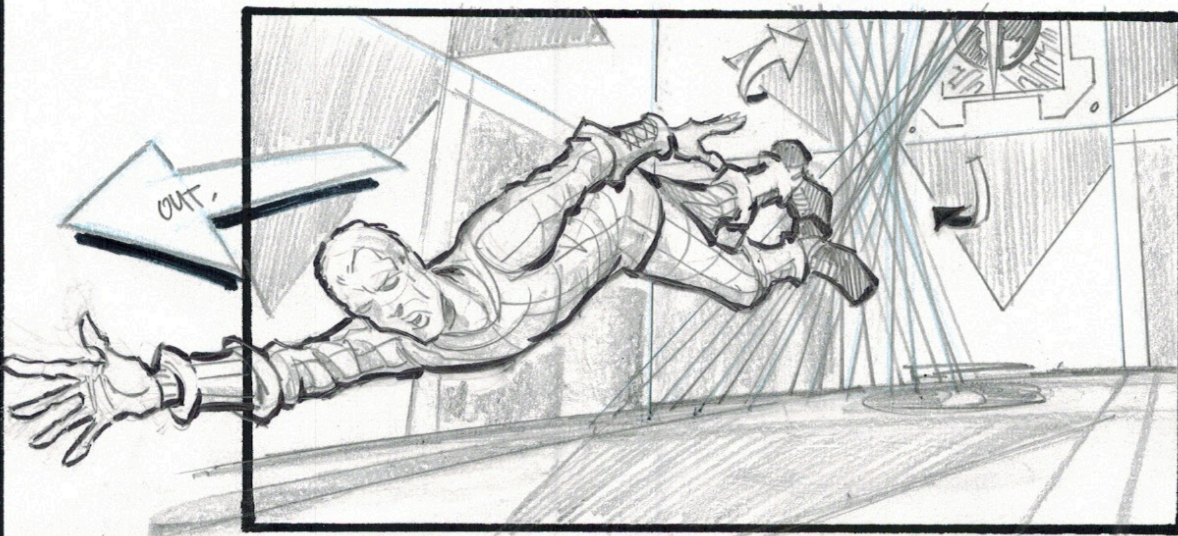
CUT WORTH'S P.O.V. OF RAPIDLY SHRINKING SPACE BETWEEN WIRES.



DIAL:

ACTION:

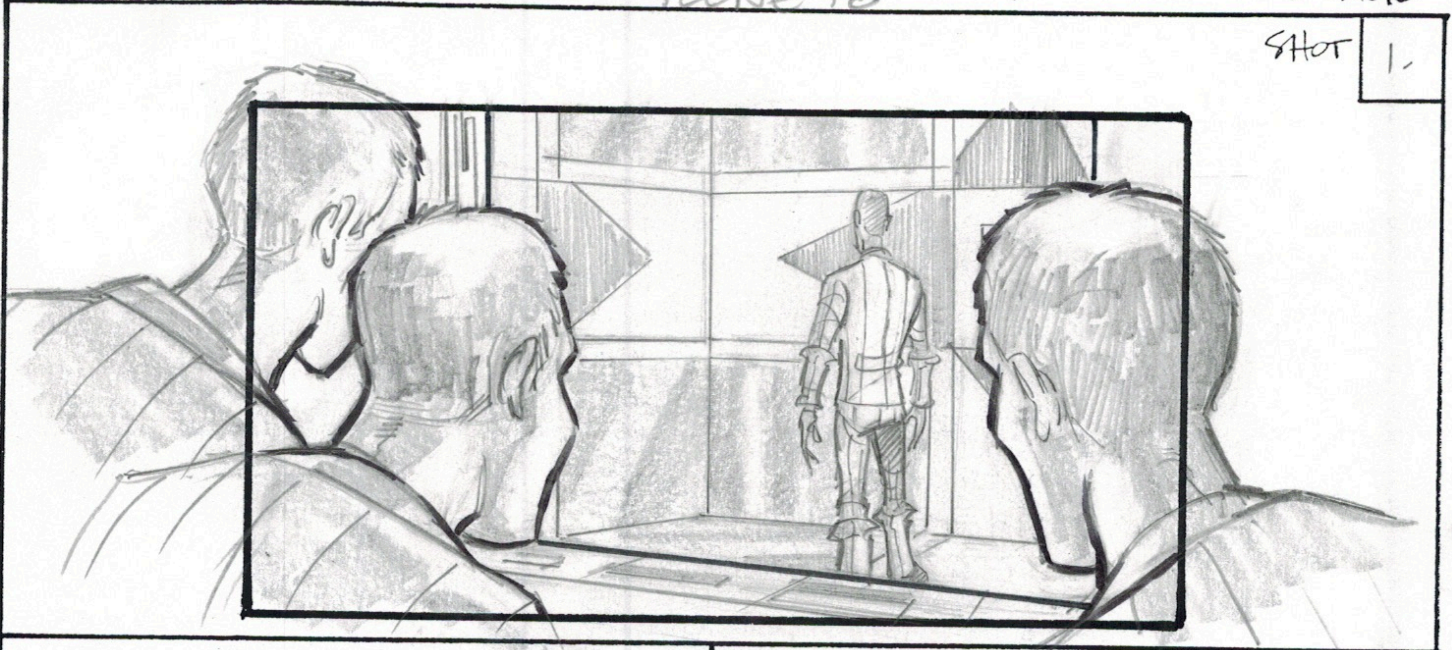
(CUT) WORTH JUMPS.



DIAL:

ACTION:

(CUT) WORTH LEAPS THRU. WIRES JUST BEFORE THEM TWIST INTO A TIGHT KNOT.



DIAL:

ACTION:

CUT O.T.S. THE GROUP WATCHING AS MCNEIL ENTERS ROOM.



DIAL:

ACTION:

MCNEIL TURNS TO OTHERS. MOTIONS TO THEM TO ENTER.



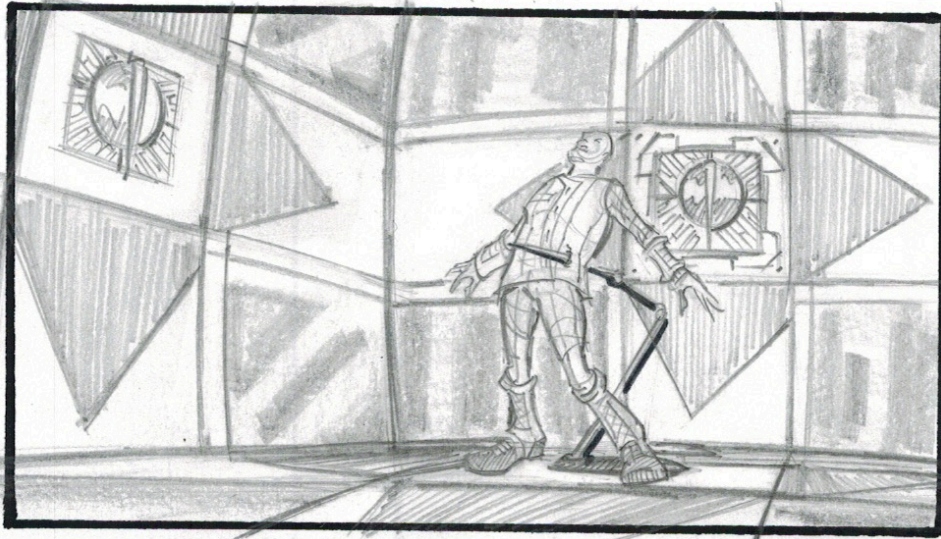
DIAL =

ACTION =

SUDDENLY, McNEIL  
WINCES IN PAIN.

PULL OUT.

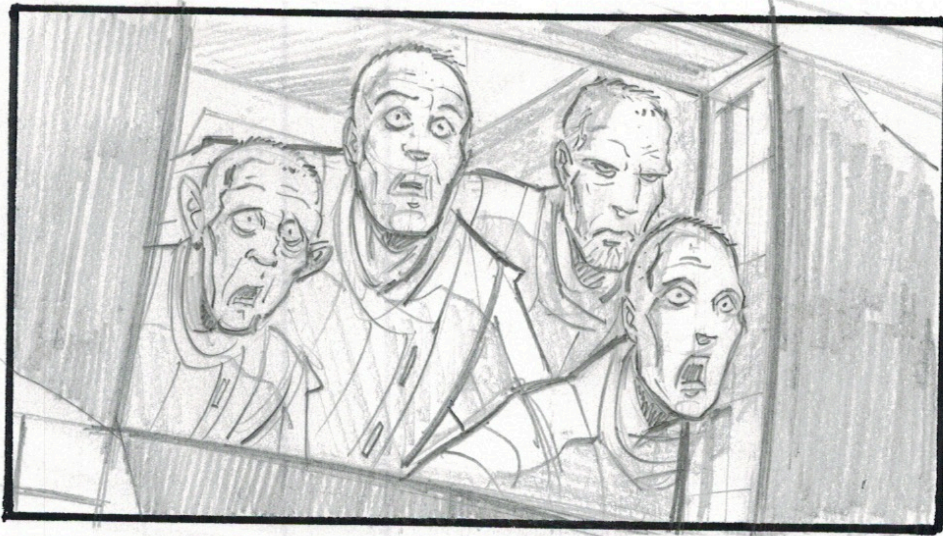
SHOT 3



DIAL =

ACTION =

PULL OUT TO REVEAL  
THAT HE HAS BEEN  
IMPAIRED.



DIAL:

ACTION:

CUT TO THE GROUP REACTING.

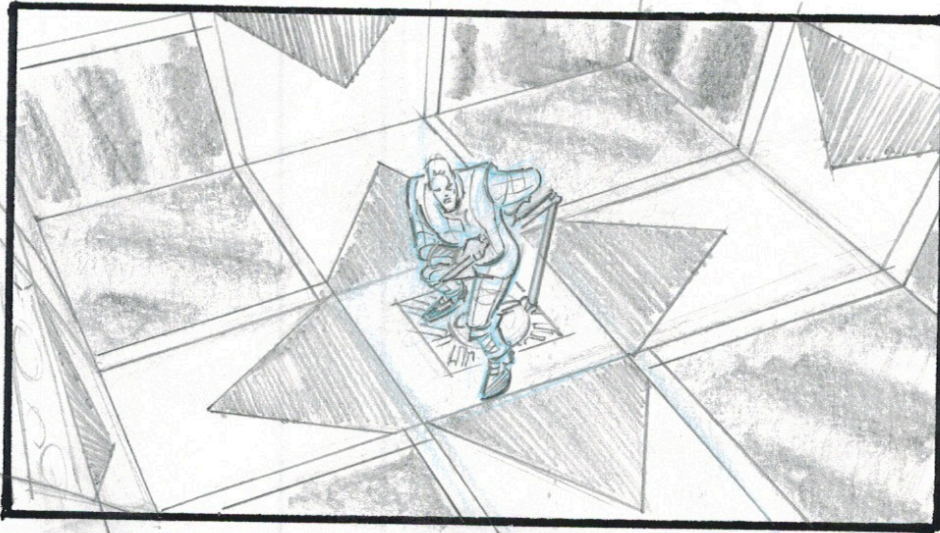


DIAL:

ACTION:

CUT MCNEIL STRUGGLES TO FREE HIMSELF.





DIAL:



POSE (2) TRIANGLES RISE.

ACTION:

(CUT) DOWNSHOT ON MCNEIL STRUGGLING. TRIANGLES START TO RISE.



DIAL:

ACTION:

(CUT) KAZAN & RIKER HOLD BACK HOLLOWAY.

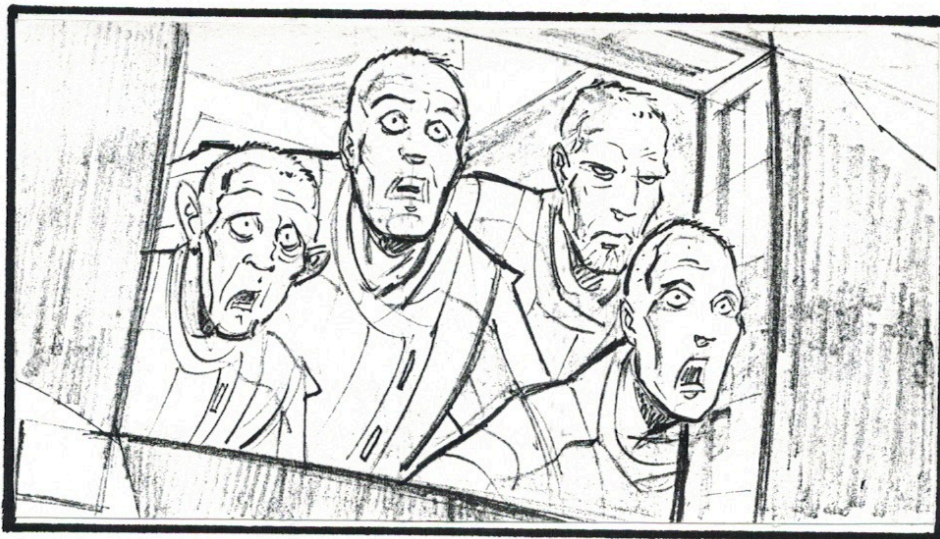


DIAL:

ACTION:

CUT MCNEIL INCHES HIMSELF OFF POLE.

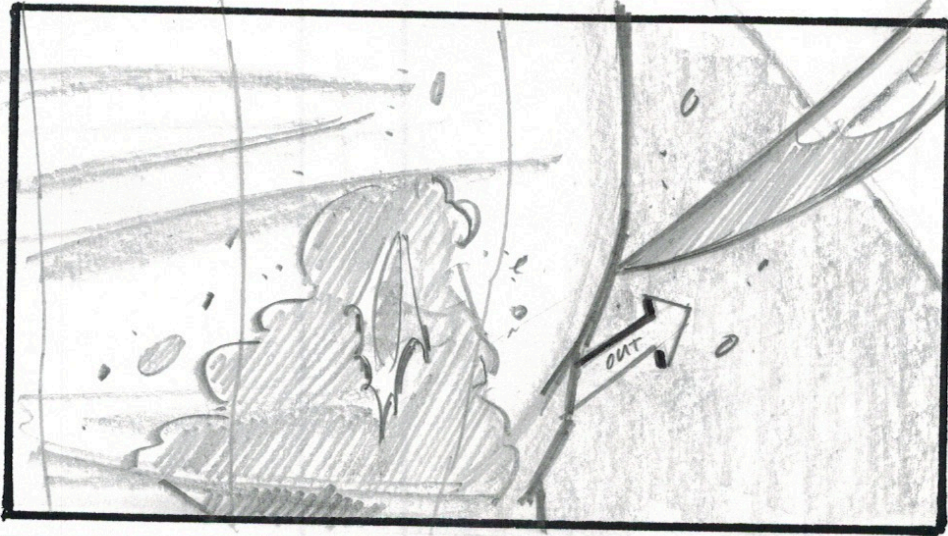
TRIANGULAR PANELS RISE IN FG.



DIAL:

ACTION:

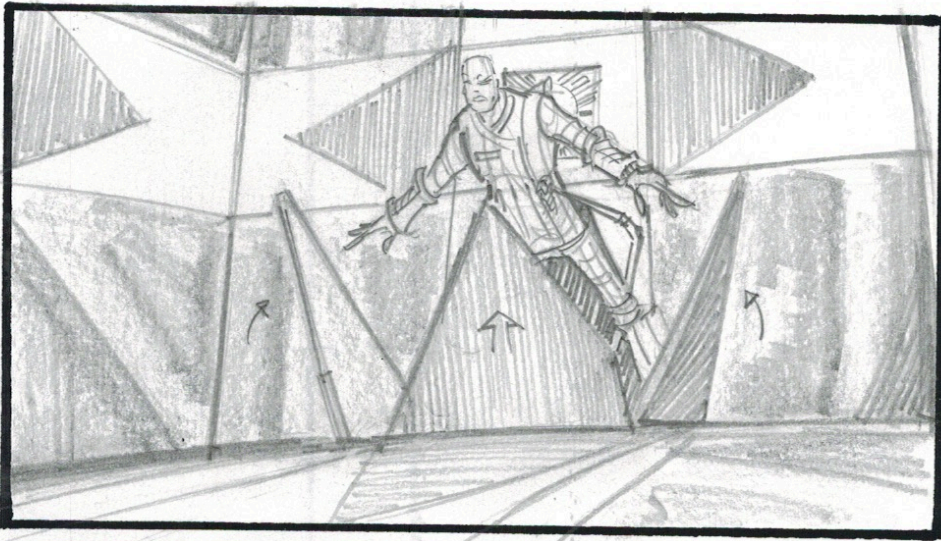
CUT OTHERS LOOK ON HELPLESS.



DIAL:

ACTION: CUT

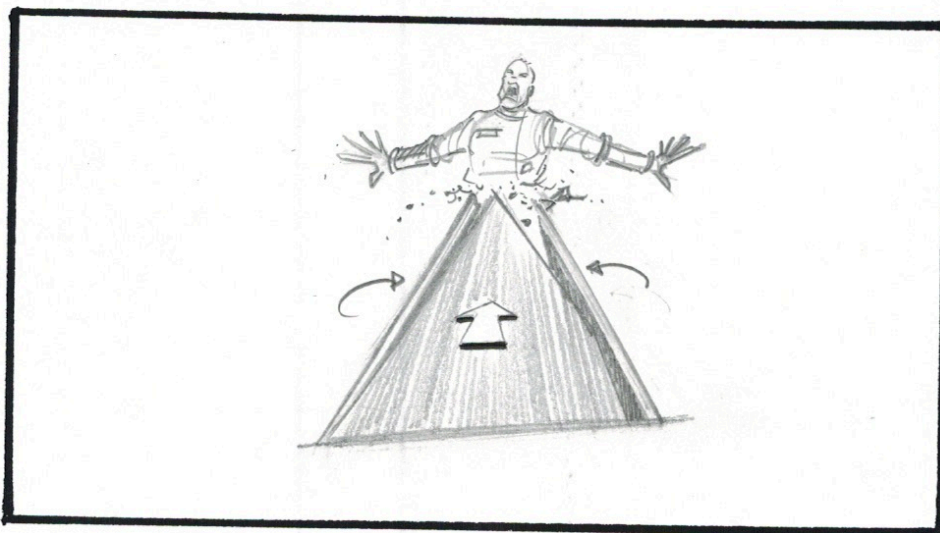
C.U. OF MCNEIL'S  
SIDE AS HE FREES  
HIMSELF FROM THE  
POLE.



DIAL:

ACTION:

CUT WIDE - MCNEIL  
FREE.

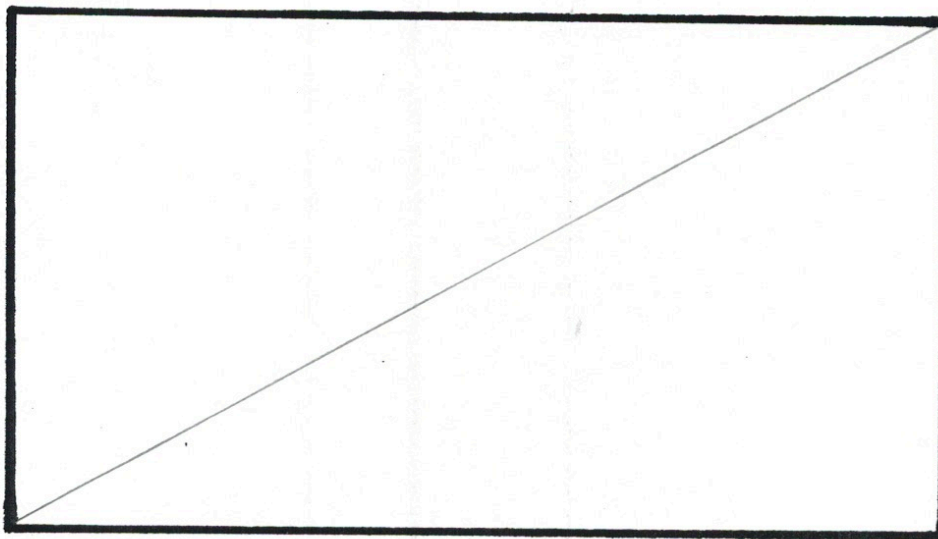


DIAL =

ACTION =

TRIANGULAR PANELS SNAP  
SHUT ON MCNEIL.

SHOT



DIAL =

ACTION =

SHOT 1.



DIAL:

ACTION: (CUT)

O.T.S. HOWOWAN  
LOOKING INTO ROOM BELOW.  
SPIKES SHOOT OUT OF  
FLOOR.

\* THIS SHOT RE-USED.

\* SCENE 94

SHOT 2.



DIAL:

ACTION:

(CUT) RIKER DIVES THRU.  
DOORWAY A SPLIT  
SECOND BEFORE SPIKES  
THRUST UPWARD,