

~~INTRO KAZAN~~  
TOO LATE (?)

- BRING WORTH IN  
EARLIER TOO (?)
- WORK ON  
KAZAN'S DIAL.
- URINE PAN  
OFF?

CUBE

screenplay by

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MAKE IT VERY  
CLEAR THAT  
IF THEY  
ESCAPE THEN  
WILL  
SURVIVE.

SPFX

GOOD  
EXPLANATION  
FOR MAZE  
(SOMETHING  
IRONIC)

MAKE-UP FX

Third Revision  
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STUNTS

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## CUBE

FADE IN:

### 1 INT. CUBE 1

A perfectly square, empty room. The walls are metallic, textured and symmetrical - ten feet in length and width. Embedded in the centre of each wall is a sliding door, surrounded by bright, tubular lights.

The ceiling door opens. A MAN drops through, hitting the ground hard 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, undershirt, pants, and leather boots.

The man sits up, weakly. A tag on his shirt identifies him as ALDERSON. He looks about, taking in his surroundings. He notices something from the corner of his eye.

A SERIES OF NUMBERS engraved in the wall: 213 410 112.

Alderson steps to the numbers, studies them intently, but can't decipher their meaning. He turns his attention to the closest door.

Alderson walks to the door and grips the handle. He hesitates, gathering courage, then forcefully slides it open. He looks inside.

ALDERSON'S POV, looking through the doorway. He sees an identical room.

Alderson opens the next door, revealing another duplicate cube. He repeats the process with the remaining doors, to the same result. He stops in the centre of the room, puzzled. He returns to the first door, slides it open.

### 2 INT. CUBE 2

Alderson peers inside. He cautiously enters and looks around.

The numbers on the wall are different here: 413 721 692.

Alderson steps to the nearest door and grabs the handle. Just then, he hears a low RUMBLE, like distant thunder. He recoils, but the sound quickly passes. He opens the door.

### 3 INT. CUBE 3

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

(CONTINUED)

3 CONTINUED:

Alderson stands in place, stunned. A CRISS-CROSS GRID PATTERN OF BLOOD starts to ooze from his face and body.

Alderson has just been sliced into small cubes. His fingertips separate from his hand and drop to the floor, one by one. Bits of his face slide right off his head - a section of ear first, then an eye. HIS SEGMENTED BODY LITERALLY FALLS APART, collapsing in on itself, like a building under demolition.

A BLOODSTAINED NET OF ULTRA-THIN, RAZOR-SHARP WIRES comes into view behind him. It retracts to its original position, melding seamlessly into the floor.

FADE OUT.

TITLE OVER: CUBE

SFX: A THUD, followed by a GROAN, SHUFFLING and SLIDING DOORS.

FADE IN:

4 INT. CUBE 4

Another cube. Its occupant, MCNEIL, stands by an open door in the floor. He is in his mid-thirties, with sculpted features and a muscular build. He sports the same uniform and short hair as Alderson, but his movements are decidedly more purposeful and assured.

5 INT. CUBE 5

McNeil jumps inside and moves through the room, his senses alert. He hears a distant RUMBLE, notes it and tries to determine where it's coming from. He opens another door.

6 INT. CUBE 6

McNeil looks through the open doorway. He takes a step inside.

Just as his foot touches the ground, the room springs to life. A SERIES OF LARGE, METAL CLAWS suddenly shoot up from the floor.

McNeil leaps out of their path, but he's just not fast enough. One of the claws pierces his shoulder. He tries to wriggle free, but the claw is firmly embedded. The claws start to retract.

McNeil forcefully throws his body back, tearing the claw from his flesh.

7 INT. CUBE 5

McNeil stumbles inside, falling to the ground. The door slides shut behind him. He leans against the wall, wincing in pain. He tears a strip of cloth from his shirt and fastens it around the wound.

McNeil catches his breath, gets up, then walks to the opposite door. He grabs the handle.

RENNES (O.S.)

Hey!

MCNEIL'S POV. PANNING around the apparently empty room.

RENNES (O.S.)

Higher...

PAN UP to RENNES, poking his head through the ceiling doorway.

RENNES

I guess this one's safe.

Rennes is in his early-thirties, short, podgy and uniformed. His speech and gestures are edgy and nervous.

He tosses one of his boots inside and leaps into the room. He slips as he lands, nearly falling flat on his face.

RENNES

I'm not very athletically inclined.

McNeil looks him over, decidedly unimpressed.

MCNEIL

No kidding.

Rennes picks up his boot, approaches McNeil.

RENNES

What is this place?

MCNEIL

You tell me.

RENNES

It's not like any prison I've ever seen. There's nothing here. No locks, no guards, no food, no water, no

7 CONTINUED:

RENNES (cont'd)  
exit...Maybe it's an execution.

MCNEIL  
Wrong. If they wanted us dead, they would have killed us already. It's a game.

RENNES  
You think so?...Christ, I don't believe this...What are you in here for?

McNeil shoots Rennes an intimidating look.

MCNEIL  
You don't want to know.

RENNES  
I'm sorry I asked...

MCNEIL  
~~Relax. I never kill for pleasure. Only profit.~~

RENNES  
Well, that's reassuring...You know, I could be in a nice, comfortable classroom right now. I was supposed to be a philosophy professor, but burglary proved more lucrative...I should be lecturing on the futility of life, not be a living example of it...

MCNEIL  
(growing impatient)  
Why are you telling me this? What makes you think I'm interested in your life story?

RENNES  
...I guess I just made the wrong choice. If you believe in choice, that is. "Do it/or don't do it - you will regret both." Kierkegaard.

MCNEIL  
Shut up for a second! I'm trying to think.

RENNES  
Oh, sorry...Still, I'm glad I ran into

(CONTINUED)

RENNES TALKS -  
R. QUOTE  
PHILOSOPHER  
I'M SUPPOSED TO BE  
A PHILOSOPHER  
PROF.  
I'M A LIVING  
EXAMPLE OF  
FUTILITY

7 CONTINUED: (2)

RENNES (cont'd)  
you. I was starting to think I was the  
only one in this hell...I don't even know  
how long we've been in here. It feels  
like days.

MCNEIL  
About ten hours.

RENNES  
What makes you so sure?

McNeil rubs his beard.

MCNEIL  
/ Five o'clock shadow.

RENNES  
You know, we've probably only got a few  
days before we keel over from thirst and  
exhaustion...At least now there's two of  
us. It'll be a lot easier to escape.

MCNEIL  
Forget it. I work alone.

RENNES  
We'll do better if we stick together.

MCNEIL  
You'll do better if we stick together.  
Not me...You have nothing to offer.  
Philosophy won't get me out of here.

McNeil starts walking away.

RENNES  
(coy)  
I know how to avoid the traps...

McNeil turns to face him.

MCNEIL  
How?

Rennes holds up his boot.

RENNES  
You get the boot...

## 8 INT. CUBE 7

The ceiling door slides open. McNeil and Rennes peer inside, framed in the doorway.

RENNES

I still haven't figured out exactly how this place works. (Some rooms are trapped, some aren't. There's no way to tell - except the hard way.) The first time I stepped in a room, I nearly lost a leg. Then I got smart...

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

On the wall, A FLASH OF LIGHT registers a foreign presence in the room.

As the boot continues to descend, IT SUDDENLY MELTS, instantly dissolving into a pool of liquid rubber.

## 9 INT. CUBE 5

Rennes pulls in the lace. McNeil looks to the room below.

MCNEIL

Impressive design.

RENNES

Charming. Isn't technology wonderful?

MCNEIL

How many rooms have you passed through this way?

RENNES

About a dozen.

MCNEIL

So what are we waiting for? Let's go.

RENNES

Wait a minute. It's not that easy. The triggering mechanisms are all different. Pressure sensors, light sensors, motion detectors. Maybe even electrical brainwave sensors. And they're integrated in the design of the walls, making them very hard to spot...I should know. Sensor mechanics is my specialty.

(CONTINUED)

9 CONTINUED:

→ MENTION "WE ONLY HAVE  
THREE BOOTS"

MCNEIL

So the boot doesn't always work, right?

RENNES

Right. And don't forget, this isn't your average underfunded penitentiary. There's nowhere to tunnel. No sewage pipes. I don't see anything that's going to help us get out of here and I don't know anything about this place. "I know nothing except the fact of my ignorance." Socrates.

MCNEIL

Fuck Socrates! If there's a way in, there's a way out...Let's move.

10 INT. CUBE 8

The door slides open. Rennes carefully examines the room. His eyes search the walls, he listens intently, he sniffs the air. Then he casts the boot, like a fishing line.

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

Rennes waits a moment, then pulls the boot back in. He turns to McNeil.

RENNES

After you...

McNeil cautiously steps inside, crosses to the opposite door. He motions for Rennes to follow.

McNeil examines the numbers engraved in the wall: 341 812 142. He hears a sudden SLAM behind him. He spins around, expecting the worst, but it's just the door sliding shut after Rennes.

RENNES

Sorry about that...

McNeil gives him a dirty look.

MCNEIL

Do that again, I'll rip your tonsils out.

Rennes joins him.

(CONTINUED)



10 CONTINUED:

RENNES

What do you think these numbers mean?

MCNEIL

I've been trying to figure that out. Cell numbers? Serial numbers, maybe?

RENNES

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

McNeil moves to the nearest door.

MCNEIL

Never mind. Let's keep moving.

RENNES

This means something...

McNeil opens the door.

MCNEIL

When you figure it out, let me know.

11 INT. CUBE 9

The boot falls to the floor. Nothing happens.

McNeil and Rennes stand in the doorway, retrieving the boot. McNeil takes a few steps inside.

A faraway RUMBLE emanates from somewhere inside the structure. McNeil turns to Rennes.

RENNES

That noise again. Sounds like thunder.

MCNEIL

It seemed closer this time.

McNeil walks to the far side of the room.

RENNES

What do you suppose it is?

MCNEIL

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

Rennes' eyes search the room.

ALREADY ESTABLISHED  
THERE ISN'T ANYTHING

(CONTINUED)

11 CONTINUED:

RENNES

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

12 INT. CUBE 10

Rennes stands behind the open door, reeling in the boot.  
McNeil steps up to the doorway.

13 INT. CUBE 9

Rennes suddenly holds McNeil back.

RENNES

Wait, wait, wait...

MCNEIL

What?

RENNES

Call it empirical knowledge...

MCNEIL

What?

RENNES

A hunch.

Rennes leans forward, repeatedly sniffs the air.

RENNES

The air seems awfully dry in there.

MCNEIL

So?

Rennes unfastens McNeil's bandage. McNeil flinches.

MCNEIL

Hey! What are you...?

RENNES

Trust me. Watch this...

Rennes flings the bandage into the room.

14 INT. CUBE 10

A STREAM OF FLAME explodes from the walls, incinerating the  
cloth in mid-air.

15 INT. CUBE 9

McNeil looks to Rennes, genuinely impressed.

MCNEIL

How did you know about that?

RENNES

It's a molecular chemical sensor. Kind of like an electronic bloodhound. It detects chemicals excreted by the skin. In this case, probably hydrogen sulphide. You produce more of it when you're nervous...See, aren't you glad you brought me along?

MCNEIL

(reluctant)

Maybe you're not completely useless.

RENNES

Thank you.

MCNEIL

Better take a detour.

HOLLOWAY (O.S.)

Hey! Anyone out there?!

McNeil and Rennes look through the doorway.

16 INT. CUBE 10

HOLLOWAY, another prisoner, waves to them from the far end of the cube. She is in her early-thirties, of average height and build. She possesses intelligent eyes, a thoughtful expression and an aura of integrity.

HOLLOWAY

...Over here!

Holloway moves to take a step inside.

MCNEIL

(shouts)

Stop!

Holloway freezes, moves back inside the doorway.

MCNEIL

Bad idea. Unless you want an early cremation.

(CONTINUED)

16 CONTINUED:

HOLLOWAY

Thanks.

MCNEIL

Stay there. We'll come to you.

McNeil shuts the door.

17 INT. CUBE 9

Rennes turns to McNeil.

RENNES

What do you want to take her along  
for? I thought you worked alone.

MCNEIL

We need her boots.

RENNES

Spoken like a true humanitarian.  
How do we get to her?

MCNEIL

From below.

18 INT. CUBE 11

ANGLE ON CEILING DOOR. Rennes retrieves the boot.

RENNES

It's safe.

McNeil lowers himself into the room from the ceiling.

MCNEIL

✧ One down...

Rennes jumps in after him.

19 INT. CUBE 12

The boot lands without effect. McNeil and Rennes enter.

MCNEIL

Two down. So far, so good...

20 INT. CUBE 13

The boot falls into FRAME, triggering AN EXPLOSION OF SPARKS  
AND BLACK SMOKE.

21 INT. CUBE 12

Rennes pulls the shapeless, bubbling blob back inside, then drops it to the floor.

MCNEIL  
So much for three.

RENNES  
I'm losing my soul...

Rennes laughs at his joke. McNeil doesn't.

RENNES  
(serious)  
...Uh, let's try another route.

Rennes rises, turns to leave. McNeil grabs him by the arm.

MCNEIL  
Wait a minute...

McNeil leans through the doorway, looks up to the ceiling.

MCNEIL  
Hey! Open up!

22 INT. CUBE 13

The ceiling door slides open. Holloway looks down.

HOLLOWAY  
Boobytrap?

MCNEIL  
Electrified...We need your help.

23 INT. CUBE 12

McNeil climbs up to the ledge of the door.

RENNES  
You're kidding. You're not going to...?

MCNEIL  
...Jump it.

SFX: A distant RUMBLE.

RENNES  
That's crazy. You'll never make it.

MCNEIL  
No problem.

24 INT. CUBE 13

Holloway lies flat on her stomach, extending her arms through the doorway.

HOLLOWAY

I'll catch you if you miss.

MCNEIL

I never miss...

McNeil leaps to the ceiling. He falls just short. Holloway lashes out, grabs him by the wrists.

HOLLOWAY

Never?

Holloway pulls him up a few inches. McNeil grabs the door frame and hauls himself into the room above.

25 INT. CUBE 14

McNeil pulls himself inside.

MCNEIL

One more time...

26 INT. CUBE 13

McNeil pokes his head through the doorway, looks to Rennes.

MCNEIL

Your turn.

RENNES

No thanks. I'll take the scenic route.

27 INT. CUBE 12

Rennes turns to leave. He stops, suddenly upset. PAN DOWN to his bare feet.

RENNES

Dammit!

28 INT. CUBE 13

Rennes leans in, looks to the ceiling.

RENNES

McNeil!

McNeil pokes his head through the doorway.

(CONTINUED)

28 CONTINUED:

RENNES

...I need one of your boots.

MCNEIL

Sure. Come and get it.

RENNES

(muttering)

What a bastard...

Rennes steps up to the ledge of the doorway. He hesitates.

MCNEIL

Time's wasting. Do it!

RENNES

You're going to catch me, right?

MCNEIL

(teasing)

Of course I'm going to catch you. I'm a nice guy. Don't you trust me?

RENNES

Well...

McNeil grows irritated.

MCNEIL

Forget it. You're on your own.

McNeil slides the door shut.

RENNES

(shouts)

All right! All right! I'll do it.

McNeil opens the door.

MCNEIL

Come on!

RENNES

I can't believe I'm doing this...

MCNEIL

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

Rennes jumps too soon, missing the ceiling by a foot.

29 INT. CUBE 14

McNeil leaps through the doorway to catch him, nearly falling out of the room. Simultaneously, Holloway swings around and grabs McNeil by the ankles, preventing him from tumbling into the cube below.

30 INT. CUBE 13

McNeil lashes out and grabs hold of Rennes' arm. Rennes hangs suspended just inches above the electrified floor.

31 INT. CUBE 14

Holloway struggles to pull McNeil back inside, but it's a hopeless task. She can barely manage to hold on.

32 INT. CUBE 13

McNeil strains to reach Rennes' other arm.

MCNEIL

Hurry! Give me your hand.

Rennes swings his free arm around. McNeil catches it.

33 INT. CUBE 14

Holloway loses her balance, slides forward a few inches. She manages to stop by jamming her feet in the door frame.

34 INT. CUBE 13

Rennes drops another inch. Sweat drips from his brow, sizzling on the floor below.

MCNEIL

Pull yourself up! Come on! Do it!

Rennes tries to draw himself up, but he's not strong enough.

35 INT. CUBE 14

Holloway struggles to hold onto McNeil.

HOLLOWAY

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

36 INT. CUBE 13

With tremendous strength, McNeil arches his upper body, lifting up Rennes. The door frame comes within Rennes' reach.

(CONTINUED)

RESEARCH



36 CONTINUED:

Rennes lets go of McNeil, clutches the frame and starts pulling himself into the room above.

37 INT. CUBE 14

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

RENNES

Made it!

Just then, Holloway falls back. In her hands: MCNEIL'S EMPTY BOOTS.

38 INT. CUBE 13

McNeil starts to fall. He drops a few feet, but somehow manages to grab onto Rennes' leg.

The extra weight sends Rennes tumbling out of the room. As he falls, Rennes succeeds in grabbing hold of the door frame.

RENNES

You maniac! You'll kill us both!

Holloway extends her arms through the doorway.

HOLLOWAY

(to McNeil)

Grab onto me!

McNeil swings over to Holloway, using Rennes' leg like a pendulum. He lets go of Rennes and grabs hold of Holloway's hands.

39 INT. CUBE 14

Rennes lifts himself up into the room. He collapses by the door, exhausted. Holloway continues to struggle to pull in McNeil.

HOLLOWAY

Hey, I could use a little help here!

Rennes weakly joins Holloway. Together, they yank McNeil inside. The three of them lie on the floor a moment, breathless.

MCNEIL

(panting)

See. That wasn't so bad.

(CONTINUED)

39 CONTINUED:

RENNES  
(quietly) You're certifiable. \* MORE NEVER

MCNEIL  
Stop whining. You're alive, aren't you?

They catch their breath and sit up. McNeil looks to Holloway.

MCNEIL  
You're stronger than you look...What's  
a woman doing in here?

HOLLOWAY  
Saving assholes from being fried.

McNeil smiles, shifts to a less arrogant tone.

MCNEIL  
What did you do to get in here?

HOLLOWAY  
They called it radical ins<sup>y</sup>urrectionist  
activities...I call it youthful stupidity.

RENNES  
You're political?

HOLLOWAY  
Was...I've learned since then...Isn't  
that why you're here?

RENNES  
Nothing so noble, I'm afraid.

MCNEIL  
What did you do before that?

HOLLOWAY  
I was in medical school.

MCNEIL  
You a doctor?

HOLLOWAY  
I dropped out...I had a son to raise.  
Hey, what is this? An interview?

(CONTINUED)

39 CONTINUED: (2)

MCNEIL

We can't afford to carry any dead weight...We're getting out of here.

HOLLOWAY

Yeah? What's your plan?

MCNEIL

RISES > We keep moving in a straight line until we find out more about this place... You have a lot of useful skills to offer. Come on, let's go.

HOLLOWAY

Wait a minute. What do you have to offer?

McNeil smiles.

MCNEIL

My incomparable charm.

HOLLOWAY

I think I'm better off on my own.

MCNEIL

(conciliatory)

Be realistic. You know you can't get out of here alone...Don't think of your pride...Think of your son.

This gets to her.

HOLLOWAY

(reluctant)

All right...

RENNES

There's just one condition. We need your boots.

Holloway looks at him, perplexed.

HOLLOWAY

My boots?

WIPE TO:

40 INT. CUBE 15

McNeil, Rennes and Holloway pass through the doorway. Their movements are sluggish from dehydration and hunger.

RENNES

Let's take a break. I'm not used to all this exercise.

Rennes plops down on the floor, leans against a wall.

MCNEIL

What good are you?

HOLLOWAY

He's right. We need to rest.

MCNEIL

All right. But only for a few minutes.

McNeil and Holloway sit down. A beat.

HOLLOWAY

How many rooms does that make?

RENNES

Twenty-four.

MCNEIL

Twenty-three.

RENNES

Whatever. It's a lot. This place must be huge. And there's no end in sight...I don't know how much longer I can last without water.

MCNEIL

Don't think about it.

RENNES

I can't help it. My tongue feels like a dry sponge.

MCNEIL

Look, you're wasting moisture just talking about it...We're probably all right for another four days.

HOLLOWAY

Two...

(CONTINUED)

40 CONTINUED:

RENNES

What?

HOLLOWAY

Another two days. The average person can only survive without water about seventy-two hours.

MCNEIL

Sure. The average person.

RENNES

So what's the prognosis, doc?

HOLLOWAY

Not very good. The conditions aren't exactly in our favour. Physical exertion, stress, heat - it's all speeding up the process.

RENNES

What process?

HOLLOWAY

After a couple of days without water, your potassium and sodium levels go through the roof. You become disoriented, your muscles seize up. Eventually, your heart just gives out...

Holloway realizes what she's saying, switches to a less clinical, more upbeat, tone.

HOLLOWAY

...I'd say we're all right for another day and a half.

RENNES

A day and a half? That's just great. We've got thirty-six hours to live and we still don't have the first clue about this place.

MCNEIL

Shut up. Your whining's giving me a headache.

RENNES

Headache? Hey, my whole body aches. I have to get something to drink.

(CONTINUED)

40 CONTINUED: (2)

MCNEIL

Forget it. There isn't even condensation in here. So be quiet and take it like a man.

HOLLOWAY

Well, actually, there is liquid in here.

RENNES

Really? Where...?

Holloway glances at his crotch.

RENNES

You don't mean...?

HOLLOWAY

...Urine. I know it's not very appealing, but...

MCNEIL

I'm not drinking urine - especially not his.

RENNES

Wouldn't that make you sick?

HOLLOWAY

Small doses won't kill you...

A beat.

RENNES

I've definitely hit an all-time low here...

MCNEIL

Hey, Holloway. If you're interested, I've got another liquid from the same source. And it's a lot more pleasurable to extract.

Holloway grabs McNeil by the hair, slams his head against the wall.

HOLLOWAY

Then extract it yourself.

RENNES

God. Urine...But how would we drink it? We don't even have cups in here.

(CONTINUED)

40 CONTINUED: (3)

MCNEIL

I guess it'll have to be on tap.

WIPE TO:

41 INT. CUBE 16

Rennes lowers himself inside from the room above. McNeil and Holloway are already in the room, standing by the far door. Rennes moves toward the side door.

MCNEIL

(to Rennes)

Where the hell are you going?

RENNES

To check the next room. Where do you think?

McNeil points to the door in front of him.

MCNEIL

This is the next room. We have to make another left to get back on course.

RENNES

What are you talking about? We've been on course for three rooms.

MCNEIL

Wrong. You're forgetting about the last detour...Didn't any one teach you how to count in all those years of school?

RENNES

Fine. We'll go your way.

Rennes joins them. He opens the door, casts the boot.

MCNEIL

Look, we have to pay attention to where we're going, otherwise we'll end up moving in circles...

CLOSE ON MCNEIL. He turns to Holloway.

MCNEIL

Holloway, keep track of our direction. And Rennes, you...

WIDER. Rennes is nowhere in sight.

(CONTINUED)

41 CONTINUED:

MCNEIL

Rennes?

McNeil steps to the door.

MCNEIL'S POV, looking through the doorway. Rennes lies face-down on the floor in the next room, squirming in pain.

42 INT. CUBE 17

McNeil stands behind the open door.

MCNEIL

What the...?

Instantly, a pair of hands come into view, yanking McNeil through the door.

QUENTIN, a lean, but very intense, prisoner, pulls McNeil into the room. He slams his fist in McNeil's face, then expertly flips him to the ground.

HOLLOWAY (O.S.)

Over here!

Quentin turns in time to see Holloway's fist coming right at him. The blow connects squarely with Quentin's jaw.

McNeil pulls Quentin's leg out from under him. Quentin falls on his back.

Holloway rushes forward, but Quentin has already regained his senses. He kicks Holloway powerfully in the stomach. She stumbles back.

McNeil rises, grabs Quentin by the hair, lifts him up and smashes him in the face.

Quentin quickly springs to his feet. He starts rushing toward McNeil, then hesitates. Quentin backs away. McNeil grabs Quentin by the shirt and swings back his fist. He senses Quentin's calm and stops.

Quentin relaxes, lets down his guard. Then McNeil suddenly punches him a final time. Quentin stumbles back. He doesn't respond.

Quentin is very cool now, yet still seems capable of sudden and explosive violence.

Holloway weakly stands, helps up Rennes.

(CONTINUED)



42 CONTINUED:

MCNEIL

You're lucky I didn't kill you.

QUENTIN

I'd like to see you try.

HOLLOWAY

What the fuck's your problem?

QUENTIN

I was just defending myself.

MCNEIL

Against what? Look at us. Look at these uniforms. We're prisoners here, too.

QUENTIN

How was I supposed to know that? I don't know where the hell I am or what the hell this place is...For all I know, you were coming to kill me.

RENNES

Christ, you're paranoid.

> Too quick  
JUDGEMENT.

QUENTIN

Paranoid? Listen, I'm supposed to be dead. I was given a lethal injection. Next thing I remember, I wake up in this place...All I know is, the only way I'm getting out of here is by not taking any chances.

MCNEIL

Where'd you learn to fight like that, Quentin?

QUENTIN

S.F.D. Tenth division.

MCNEIL

I thought so.

HOLLOWAY

You're on the wrong side of the bars, aren't you?

QUENTIN

I got in some trouble with the corps.

(CONTINUED)

42 CONTINUED: (2)

RENNES

No wonder.

QUENTIN

You might say I've become a free agent since then.

MCNEIL

All right, Quentin. If you really want to get out of here, it's time to switch alliances again. How about putting all that energy to good use?

QUENTIN

Meaning?

WIPE TO:

43 INT. CUBE 18

Rennes steps on Quentin's shoulders to reach the ceiling door.

McNeil and Holloway wait for Rennes to finish. Holloway leans close to McNeil.

HOLLOWAY

(whispering)

Bringing this guy along is a bad idea. He's even more psychotic than you are.

MCNEIL

(whispering)

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

HOLLOWAY

(whispering)

That's exactly my point.

MCNEIL

(whispering)

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

HOLLOWAY

(whispering)

If you can control him.

(CONTINUED)

43 CONTINUED:

MCNEIL

(whispering)

We all want to get out of here, right? He has no reason to turn against us...Besides, I know his type. Leave him to me.

Quentin suddenly speaks up:

QUENTIN

You don't have to worry about me...The only man who needs to fear me is the one who put me in here.

SFX: An ominous RUMBLE.

WIPE TO:

44 INT. CUBE 19

McNeil traverses the room, signals to the others. They follow. Rennes moves to the door in the floor, slides it open.

RENNES

Hey, look at this!

McNeil rushes over.

MCNEIL'S POV, looking down through the doorway. He sees an unconscious PRISONER lying face-down on the floor, in the room below.

45 INT. CUBE 20

McNeil jumps inside, kneels by the prisoner and turns his body over. A huge, purple bruise covers much of the man's forehead.

Holloway leaps inside. She joins McNeil and checks the man's pulse.

MCNEIL

Is he dead?

HOLLOWAY

His pulse is faint, but steady. Breathing seems okay.

Quentin and Rennes jump into the room.

(CONTINUED)

45 CONTINUED:

HOLLOWAY

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

QUENTIN

Tough luck.

MCNEIL

Come on, let's keep moving.

HOLLOWAY

Wait a minute...What about him?

MCNEIL

What about him?

HOLLOWAY

He'll die if we leave him here.

QUENTIN

So?...What are we supposed to do? Wait here until he comes to? If he ever does.

HOLLOWAY

We could take him with us.

MCNEIL

No way. ~~Think about it. We have no food, no water.~~ He'd slow all of us down. We're not in a position to be charitable...Forget about him. He was dead the moment he hit the ground.

HOLLOWAY

I'll carry him. Rennes will help me...

Rennes backs away from her.

HOLLOWAY

...Come on, Rennes. Back me up.

RENNES

Sorry. I'm not that virtuous. "With virtue one renounces 'advantage.'" Nietzsche.

MCNEIL

We're wasting time. Let's go.

(CONTINUED)

45 CONTINUED: (2)

McNeil starts for the door, Quentin and Rennes right behind him. Rennes casts the boot.

CLOSE ON HOLLOWAY. She stands immobile, staring at the unconscious prisoner.

It's clear. RENNES (O.S.)

QUENTIN  
\* ~~THEY~~ TAKES HIS  
BOOTS

WIDER. McNeil, Quentin and Rennes file out of the room.

Holloway backs away from the prisoner. She steps into the adjoining room and looks back. She waits a moment before finally shutting the door.

FADE OUT.

FADE IN:

46 INT. CUBE 21

The door slides open. The boot is cast.

It's safe. RENNES

McNeil enters, crosses the room. Quentin and Holloway immediately follow. Rennes weakly stumbles through the doorway.

Come on, Rennes. Look alive. MCNEIL

I don't feel it. RENNES

Rennes steps to the next door, opens it.

RENNES POV, looking through the doorway. He sees the door at the far end of the room suddenly slide open.

Rennes turns to the others.

What? MCNEIL

New recruit... RENNES

McNeil, Holloway and Quentin nudge their heads through the doorway.

47 INT. CUBE 22

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

WORTH

How's it going?

MCNEIL

Welcome to the party.

Worth starts walking toward them. Rennes senses something's wrong.

RENNES

Wait! Stop! Don't move.

Worth freezes. He looks around but sees nothing.

WORTH

Why? What?

RENNES

In front of you...

Worth squints to see A WALL OF THIN, VERTICAL WIRES directly in front of him.

MCNEIL

Get out!

Worth turns, but another wall of wires materializes behind him. The encircle him, a curtain of death.

HOLLOWAY

It'll cut you to pieces. Move!

The wires begin to twist around each other, tightening, inching ever closer toward Worth. He spots a rapidly shrinking space between them, barely large enough to pass through.

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.

48 INT. CUBE 21

Holloway and Rennes help Worth into the room. Worth rests on the floor, visibly shaken. His arm has a long narrow cut in it from the wire.

Holloway sits beside him, examines the wound.

(CONTINUED)

48 CONTINUED:

HOLLOWAY

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

Holloway tears a thin piece of cloth from her shirt and expertly bandages the wound.

MCNEIL

What are you in here for?

HOLLOWAY

Jesus, McNeil. At least let the guy catch his breath.

QUENTIN

Let him answer the question. >

WORTH

Shooting the Pope.

QUENTIN

Don't be a wiseass.

WORTH

I'm just a thief. Nothing special.

MCNEIL

You're not much of one, from what I can tell...You have to pay more attention to your surroundings. You may not be so lucky next time.

WORTH

I don't feel all that lucky. I'm going to die in here, sooner or later. What difference does it make when?

RENNES

Wonderful. Just what we need. A pessimist.

WORTH

Under the circumstances, I think I've got a pretty good reason to be pessimistic.

MCNEIL

That's no excuse for giving up...We're getting out of here.

(CONTINUED)

48 CONTINUED: (2)

WORTH

And how are you planning on doing that?

RENNES

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

MCNEIL

We're going to find the exit.

WORTH

What makes you so sure there is one?

HOLLOWAY

Faith.

WORTH

That's not much to go on.

RENNES

It's all we have.

WORTH

What direction are you moving in?

Holloway points.

HOLLOWAY

That way...

WORTH

Why? What makes you think the exit's in that direction?

MCNEIL

This is a man-made structure. It's not infinite. Eventually, we'll reach the edge. And that's where the exit has to be.

WORTH

We're in a maze. How do you know you're not moving in circles?

MCNEIL

We're not moving in circles.

QUENTIN

Are you sure?

(CONTINUED)



48 CONTINUED: (3)

MCNEIL

(points to wall)

I'm positive. I've been keeping track of those numbers. They're different in every room. We're moving in a straight line.

RENNES

More or less.

WORTH

So what? Maybe you're moving away from the exit. Maybe it's sealed. Who knows? Do you think they'd go to all the trouble of building this thing and dumping us here if we could just walk out? Do you think it's that easy?

MCNEIL

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

WORTH

Howoway

What do you mean by that?

EXECUTED

MCNEIL

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?

QUENTIN

Maybe it's a torture chamber.

SFX: A faraway RUMBLE.

MCNEIL

This is too sophisticated. We're alive for a reason...It's some kind of test. They're checking us out, to see how good we are, to see how far we'll get.

WORTH

Yeah, but that still doesn't mean there's a way out.

RENNES

He's right, you know.

- BEAT -

(CONTINUED)

48 CONTINUED: (4)

MCNEIL

Fuck you. Why am I wasting time  
arguing? You can sit in this room and  
rot, for all I care...

McNeil stands. He looks to the others, regains his composure.

MCNEIL

Look...All I know is 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 there's a way  
out. But I know we won't make it out  
if we give up. We have to keep a positive  
attitude...Come on, let's move...

Rennes casts the boot. He nods to McNeil.

49 INT. CUBE 23

McNeil enters, takes a few steps inside.

CLOSE ON MCNEIL. He looks back, gestures for the others to  
follow. He takes another step forward. McNeil suddenly freezes  
as he hears a TEARING sound.

MCNEIL

Oh, shit!

PAN DOWN, revealing that McNeil has just been impaled through  
the side by a SPIKE extending from the floor.

The others look through the doorway, in shock.

McNeil painfully drags his body forward, trying to pull himself  
off the spike.

A SERIES OF TRIANGULAR PANELS lift up from the floor and  
encircle McNeil, like a flower closing in time-lapse. They  
begin to shut on him like a pair of jaws.

McNeil struggles to pull himself off the spike.

The others watch tensely.

McNeil pulls himself off. He tries to leap over the panels.  
Before he has a chance to jump, the JAWS SUDDENLY SNAP SHUT.

(CONTINUED)

↓  
MCNEIL'S DEATH SHOULD  
BE REALLY GRAPHIC

↳ • COULD EVEN BE FUNNY  
IN A SICK WAY.

NOISE  
INTERFERING

49 CONTINUED:

Holloway winces. McNeil's SCREAM trails off as he is cut in half.

RENNES

Christ!

HOLLOWAY  
(softly)

McNeil...

WORTH

So much for a positive attitude...

50 INT. CUBE 21

Holloway turns angrily to Rennes.

HOLLOWAY

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

RENNES

I don't know. The boot didn't set off the trap. That's the problem. If it's a molecular or heat sensor, the boot doesn't work...I'm sorry...

HOLLOWAY

Tell it to McNeil.

QUENTIN

(icy)

He knew the risk.

Holloway shoots him a dirty look.

HOLLOWAY

At least he had the guts to take it.

Worth stares at the bloody mess in the next room.

WORTH

Obviously...

QUENTIN

He was stupid. He took too many chances...

HOLLOWAY

Yeah? If you're so good, why don't you take charge?

(CONTINUED)

50 CONTINUED:

QUENTIN

What do I look like? A scout leader? I don't want to "take charge." I'm not interested in playing the hero. I just want to get out of here. With or without you.

RENNES

So what do we do now?

HOLLOWAY

We do exactly what we've been doing. We keep moving...Rennes, check the room below us. I'll go in first...

(to Quentin)

If you have no objections.

Quentin says nothing. Rennes peers through the doorway in the floor. He turns to Holloway.

RENNES

Okay. It's clear.

HOLLOWAY

You sure?

RENNES

Well, pretty sure...

51 INT. CUBE 24

Holloway pokes her head through the door, carefully surveys the room below. She jumps inside, hesitates before moving.

The others anxiously watch her.

SFX: A forbidding RUMBLE.

Holloway moves cautiously through the cube, alert, controlling her fear. The room appears safe. Holloway waves the others on. They follow.

Rennes moves to the door, opens it, casts the boot.

RENNES

Okay. It looks clear.

Holloway steps into the connecting room.

52 INT. CUBE 25

Holloway crosses the room, motions to the others. They silently enter.

Rennes steps to the door, checks out the next room. He nods to Holloway.

Quentin glances at Holloway with a self-satisfied smirk. He's clearly pleased that she's the one taking all the risks. She shoots him a dirty look before stepping up to the door frame.

53 INT. CUBE 26

Holloway takes a step inside. She thoroughly examines the room.

Quentin, Rennes and Worth gather by the doorway, observing her from a safe distance.

CLOSE ON HOLLOWAY. Drops of sweat bead on her forehead. She takes a deep breath. She takes another step forward.

LEAVEN (O.S.)

Boo!

Holloway screams, practically jumping out of her skin. She spins around in the direction of the sound.

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

LEAVEN

Got ya...There's nothing to be afraid of. This room's safe.

Leaven casually strides into the room. She is in her late-twenties and there is something in her manner that brings to mind a very intelligent, but devilish, child.

Quentin, Worth and Rennes start laughing. Holloway looks to them.

HOLLOWAY

Ha. Ha. Very funny. I'm glad I could amuse you...We'll see how much you're laughing when you're on the wrong side of the doorway.

LEAVEN

Sorry about that. Couldn't resist...

The others enter, join Holloway and Leaven.

(CONTINUED)

53 CONTINUED:

RENNES

How did you know this room was safe?

LEAVEN

It's just a matter of taking the right factors into account.

QUENTIN

What's that supposed to mean?

LEAVEN

I've been doing some figuring...So I suppose you're looking for a way out?

HOLLOWAY

Obviously...

LEAVEN

Without much success, I guess?

QUENTIN

Just get to the point.

LEAVEN

(points to wall)

Do you know what those numbers mean?

HOLLOWAY

No.

Leaven steps to the numbered engraving.

LEAVEN

Neither do I...But I do know if one of them's a prime number, then the room's trapped. If not, it's safe...

Leaven notices the others are looking at her as though she's speaking another language.

LEAVEN

You do know what a prime number is, don't you?

Silence.

LEAVEN

Didn't any of you pay attention in math class?

(CONTINUED)

53 CONTINUED: (2)

WORTH

Sure. It's any number divisible only by one and itself.

Holloway is surprised by Worth's aptitude.

LEAVEN

Smart boy. Very good. So, 2, 3, 5, 7, 11, et cetera, are prime numbers. Got it?

HOLLOWAY

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

LEAVEN

You're a quick study...How have you been moving?

RENNES

We've been booting along.

QUENTIN

Let's see a demonstration.

LEAVEN

If you feel it's necessary...Follow me, students.

Leaven opens the nearest door, peers inside.

LEAVEN'S POV. The numbers on the wall are: 552 931 254.

Leaven turns to the others, gathered in a circle around her.

LEAVEN

552. That's all right. 254. That's fine, too. 931...

(thinks a second)

...Right, it's 7 times 133. It's not prime, either...So the room's safe. Understand?

HOLLOWAY

More or less...You sure about this?

LEAVEN

Absolutely.

HOLLOWAY

No chance you made a mistake?

(CONTINUED)

53 CONTINUED: (3)

LEAVEN

I've never known a number to lie. But  
check it yourself, if you don't believe  
me.

Holloway turns to Rennes.

HOLLOWAY

Check it out.

Rennes looks through the doorway, examines the room  
thoroughly, casts the boot. He looks to Holloway.

RENNES

Well, it looks clear.

54 INT. CUBE 27

Holloway pokes her head inside and looks over the room. She  
enters and carefully crosses to the far end. She looks back.

HOLLOWAY

She's right. It's safe.

Quentin steps into the connecting room, followed by the  
others.

RENNES

At least now we can move without risking  
our necks.

WORTH

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

HOLLOWAY

You're getting on my nerves, Worth. Why  
don't you live up to your name?

WORTH

I'm just being realistic. Moving through  
the rooms is no good if we're just going  
to die of thirst.

HOLLOWAY

Who invited you along anyway?

QUENTIN

(quietly threatening)  
Keep that attitude to yourself, Worth.

(CONTINUED)



54 CONTINUED:

LEAVEN

Actually, he's right. I have no idea what direction to go in.

HOLLOWAY

Well, I say we stay on course.

QUENTIN

Damn right.

Holloway looks to Leaven.

HOLLOWAY

You coming with us?

LEAVEN

It looks like you need my help.

HOLLOWAY

Okay. You navigate. Rennes, double check for traps. Worth...just keep quiet. Let's go. Our times running out.

WIPE TO:

55 INT. CUBE ROOMS - VARIOUS

MONTAGE of the group passing through the rooms with ever increasing skill and speed:

Leaven stands in a doorway, making mental calculations.

Rennes inspects a room. His eyes scrutinize the walls, he listens intently, sniffs the air.

WIPE TO:

56 INT. CUBE 28

Rennes weakly stumbles through the door and collapses on the ground. The others are already in the room.

Worth notices that Rennes has passed out on the floor.

WORTH

I think we've got another problem...

Quentin, Holloway and Leaven crowd around Rennes.

(CONTINUED)

56 CONTINUED:

QUENTIN

Get up, Rennes. We don't have time for this.

No response.

HOLLOWAY

Rennes?

Holloway kneels down, checks Rennes' pulse.

QUENTIN

Is he dead?

HOLLOWAY

No. He just passed out from exhaustion.

QUENTIN

Leave him. He's dead weight now, anyway.

Holloway pulls up Rennes, slaps him across the face.

HOLLOWAY

Come on, dammit! Wake up.

Rennes slowly regains consciousness.

RENNES

(weakly)

I can't. I'm tired. I have to rest.

Holloway slaps him viciously.

HOLLOWAY

Pull yourself together. Stop acting like a baby...

Rennes breaks down, starts to cry.

RENNES

I can't go on. I'm thirsty. I'm hungry. I just want to sleep.

HOLLOWAY

Move it! On your feet!

QUENTIN

That's it! I'm sick of his whining. I'll kill him myself.

Quentin leans forward. Holloway blocks him.

(CONTINUED)

56 CONTINUED: (2)

HOLLOWAY

Don't touch him!

Worth steps forward. He picks up Rennes and helps him stand.

WORTH

Look, he's standing...He's okay.

Rennes realizes the severity of the situation and quickly pulls himself together.

RENNES

Yeah. Yeah. I'm okay...

HOLLOWAY

Good...We have to get back on track.  
Rennes, try the ceiling door.

Worth gives Rennes a boost up to the ceiling. Rennes grabs the handle, but the door is jammed. Rennes struggles to get it open.

QUENTIN

What the hell are you doing?

RENNES

(panicky)

It's stuck. It won't move.

QUENTIN

You pathetic little...

WORTH

It's not supposed to do that. Let me try.

Rennes jumps down. Holloway gives Worth a boost. Worth twists the handle with all his might, but the door won't open.

WORTH

It is stuck...

SFX: Another RUMBLE.

WORTH

One more try...

Worth forces the handle. It CLICKS into position.

(CONTINUED)

56 CONTINUED: (3)

WORTH

Got it!

The door slides open. Suddenly, a PRISONER falls through the doorway, landing on top of Worth, sending them both tumbling to the ground.

With lightning speed, Quentin lurches forward. He picks up the prisoner and flings him against the wall. The prisoner begins screaming wildly.

Worth recovers and rises.

HOLLOWAY

What the hell's going on?

Now completely out of control, the prisoner starts slamming his fists into his head.

LEAVEN

He's out of his mind.

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

HOLLOWAY

You idiot! No! You'll kill yourself!

Before he has a chance to step through the door, Quentin gets the man in a headlock and shoves him back to the centre of the room.

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

HOLLOWAY

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

Holloway slowly approaches him. She looks at his name tag - KAZAN.

HOLLOWAY

Kazan, don't worry. We're stuck in here,  
too. We can help you...

Kazan looks up. He stares curiously at Holloway, then rushes forward and pushes her out of the way.

Quentin cuts him off, wrestling him to the ground.

(CONTINUED)

56 CONTINUED: (4)

QUENTIN

Don't even think about doing that again.

Kazan remains silent. He starts shaking violently.

RENNES

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

HOLLOWAY

Let him go...

Quentin lets go. Kazan 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.

Kazan is completely oblivious to everything around him.

KAZAN

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

HOLLOWAY

Your books...?

KAZAN

Yeah. My books. One. Two. Three. Top shelf.

QUENTIN

What's his problem?

WORTH

He's simple. That's all.

LEAVEN

And that's why he's here. Unfit for society.

QUENTIN

Great. Just what we need. A retard.

WORTH

What do we do with him?

HOLLOWAY

I don't see any choice. We have to take him along. We can't just leave him here to die.

(CONTINUED)

56 CONTINUED: (5)

QUENTIN

Why not? We've already got enough obstacles to overcome...He's not coming with us.

HOLLOWAY

I'm not leaving him behind.

QUENTIN

Stop being so Goddamned self-righteous. Who gave you the right to make a decision that could put all our lives at risk?

HOLLOWAY

You did. When you declined to be scout leader. Remember?...He's coming.

QUENTIN

No way.

HOLLOWAY

Leaven? How about it? What do you think?

LEAVEN

Well, he isn't exactly going to be an asset, is he?

HOLLOWAY

Rennes?

Rennes says nothing, avoids Holloway's eyes.

HOLLOWAY

What about you, Worth?

Quentin speaks up before Worth has a chance to respond.

QUENTIN

Looks like you lose again, Holloway.

HOLLOWAY

I'm not going without him.

RENNES

Come on. Be reasonable...

HOLLOWAY

You be reasonable...Look, maybe he's not going to help us, but he's not going to hurt us, either. How is he going to slow

(CONTINUED)

56 CONTINUED: (6)

HOLLOWAY (cont'd)  
us down? He survived this long on his  
own. Longer than McNeil did.

QUENTIN  
He's totally unpredictable. Who knows  
what he's capable of? He could get us all  
killed.

HOLLOWAY  
He won't. I'll make sure of it...  
(cool)  
...All right. How about this? We take him  
along for now and if he slows us down,  
then we leave him behind. Fair enough?

RENNES  
I'm all right with that.

WORTH  
It doesn't matter to me. In a couple of  
days we'll all be dead, anyway.

Quentin decides this battle isn't worth fighting.

QUENTIN  
All right. Bring him along...

Quentin leans close to Holloway.

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

HOLLOWAY  
(icy)  
Perfectly.

FADE OUT.

FADE IN:

57 INT. CUBE 29

Leaven stands by the open doorway, checking out the numbers  
in the adjacent room. Rennes stands beside her.

The others wait for Leaven to finish.

(CONTINUED)

57 CONTINUED:

Kazan approaches the door, curious to see what Leaven and Rennes are staring at. He pokes his head through the opening. Holloway steps forward and takes Kazan by the arm.

HOLLOWAY

Let them finish...

Holloway leads Kazan to the other end of the room.

Kazan glances at Quentin, innocently. Quentin shoots him a dirty look before joining Leaven and Rennes.

Kazan notices the numbers on the wall. He examines them, running his fingers along their surface.

HOLLOWAY

You like numbers, Kazan?

KAZAN

475. 572. 723. Yeah. Numbers.

HOLLOWAY

What else do you like?

KAZAN

Books. Gotta get my books.

HOLLOWAY

Well, don't worry. We'll get out of here soon. Then you can go home.

KAZAN

Yeah. Home. Dr. Ivan Pskov.

HOLLOWAY

Is he your friend?

KAZAN

He's my friend. Yeah.

HOLLOWAY

Well, I have someone at home that I miss, too...Actually, you remind me a little of him.

Leaven turns to the others.

LEAVEN

It checks out.



58 INT. CUBE 30

Rennes leans through the doorway, pokes his head inside.

RENNES

Yeah. It looks cl...

He's suddenly cut off as A STREAM OF LIQUID gushes from the floor, spraying him in the face with a sickening SEARING sound.

59 INT. CUBE 29

Rennes falls back, screaming in pain. The liquid burns right through his skin, leaving a trail of white smoke. Rennes collapses to the floor in agony.

Holloway tears her shirt off and tries absorbing the acid, but succeeds only in burning her hand.

Rennes' scream is reduced to a weak gurgle as the acid eats its way through his face. He rolls over onto his back.

Holloway kneels by his side, powerless to help. Rennes' body falls still.

Holloway turns angrily to Leaven.

HOLLOWAY

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

WORTH

Must have been a slight miscalculation.

Quentin grabs Leaven by the collar.

QUENTIN

You stupid bitch! You could have killed us all.

Quentin throws her into the wall.

LEAVEN

But it was safe. I'm sure of it.


HOLLOWAY

Well, obviously you're wrong.

Leaven opens the door, peers inside and double checks her calculations.

(CONTINUED)

Quinn IT  
EAT MIND  
THINK. IT IS  
↓ HEAD



59 CONTINUED:

LEAVEN

I don't understand...

HOLLOWAY

Well...?

LEAVEN

Mathematically, that room should be safe.

WORTH

And you thought numbers didn't lie.

KAZAN

Yeah. Numbers don't lie.

LEAVEN

There must be some variable I'm not taking into account. I just need a little...

QUENTIN

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

HOLLOWAY

For once, I agree.

LEAVEN

(forceful)

I can figure this out. I just need a little more time.

QUENTIN

We don't have any time.

SFX: A RUMBLE sounds.

LEAVEN

Look, you neanderthal! The only thing running around with a boot will get you is a spike through the head. Can't you see what's required here is a mathematical solution...?

Quentin shows remarkable restraint. He realizes she's right.

LEAVEN

...Obviously, I was onto something. It's just more complex than I imagined...Give me two hours. I know I can solve this.

(CONTINUED)

59 CONTINUED: (2)

QUENTIN

One hour.

HOLLOWAY

Well, we could all use some rest. Worth,  
give me a hand...

Holloway and Worth pick up Rennes' body and carry it to the  
previous safe room.

DISSOLVE TO:

60 INT. CUBE 29 - LATER

Leaven sits on the floor near the wall, lost in thought,  
scrutinizing the numbers.

Holloway approaches her. The others lie asleep on the floor,  
scattered throughout the room.

HOLLOWAY

How's it coming?

Leaven responds without looking at her.

LEAVEN

It would come a lot quicker if you  
weren't constantly asking me that.

HOLLOWAY

Look, I just want to make sure you're not  
wasting our time with this.

Leaven turns to Holloway.

LEAVEN

You have no idea how many variables need  
to be considered before I can decipher a  
number this size...A number is like a  
person. It doesn't reveal itself right  
away. It takes time. You have to show  
some trust and be patient with it.

HOLLOWAY

Well, some people don't have anything to  
reveal. Maybe this number has nothing to  
tell us.

LEAVEN

Just look around you. Look at the design  
of this room. Perfectly symmetrical.

(CONTINUED)

60 CONTINUED:

LEAVEN (cont'd)

Very efficient. Do you really think anything's been placed here randomly?

HOLLOWAY

Yeah. Us.

LEAVEN

Oh, I think we've been chosen for a very specific reason...This is all a big puzzle. And I'm certain these numbers are the key to solving it.

HOLLOWAY

How do you know so much about all this?

LEAVEN

Because it's my job. Except I used to do it behind a desk.

HOLLOWAY

You a math professor?

LEAVEN

Cryptographer.

HOLLOWAY

A code breaker...

This gets Quentin's attention. He opens his eyes and listens intently to the conversation.

HOLLOWAY

What are you doing in here?

LEAVEN

The Auburn trial.

HOLLOWAY

The gangster case?

LEAVEN

Yes. Do you know how they were caught?

HOLLOWAY

Accounting books, I think.

LEAVEN

That's right.

(CONTINUED)

60 CONTINUED: (2)

HOLLOWAY

Which you decoded...

Quentin stares intensely and silently at Leaven, an important realization sinking in.

HOLLOWAY

And this is the thanks you get. That's one hell of a demotion.

LEAVEN

Those books held more secrets than you know. There were some highly influential people on that payroll.

HOLLOWAY

Influential enough to throw you in here.

LEAVEN

Not everyone appreciates genius...

CLOSE ON KAZAN lying on the floor, staring at the ceiling.

Worth lies next to him. He opens his eyes, turns to Kazan, then looks up to see what Kazan's looking at.

WORTH

What are you staring at, Kazan?

KAZAN

Colours.

WORTH

Yeah. I guess it is kind of pretty.

KAZAN

Yeah. Shiny colours.

WORTH

How many colours do you see?

KAZAN

Four. Four colours.

WORTH

What else do you see?

KAZAN

Square. Triangle. Circle. Numbers.

(CONTINUED)

60 CONTINUED: (3)

WORTH

Hey, Kazan. Do you know how to play "I Spy?"

KAZAN

No.

WORTH

Look, it's easy. I pick something in the room and all you have to do is guess what it is. Sound good?

KAZAN

Yeah.

WORTH

Okay. I spy with my little eye, something...bright.

KAZAN

Lights.

WORTH

That's right. You're really good at this...Now it's your turn.

Kazan doesn't respond.

WORTH

Go ahead. Pick something in the room and say: "I spy with my little eye..."

Kazan looks around the room.

KAZAN

Yeah. I spy with my little eye, something...square.

WORTH

Square. You're not making this easy on me, are you? Let's see...The door?

KAZAN

No.

WORTH

The panels on the ceiling?

KAZAN

No.

(CONTINUED)

60 CONTINUED: (4)

WORTH

The wall?

KAZAN

No.

Worth looks about. He is at a loss.

WORTH

Well, I give up.

KAZAN

Books. My books are square.

WORTH

But your books aren't in this room.

KAZAN

Yeah. Books are here...

WORTH

Where?

HOLLOWAY (O.S.)

Leave him alone, Worth...

WIDER. Holloway stands above them.

HOLLOWAY

...I don't want you poisoning his mind with your bleak predictions.

WORTH

We were just having a conversation.

HOLLOWAY

I don't want you talking to him at all. Understand?

WORTH

(saluting)

*Jawort, Herr Kommandant.*

HOLLOWAY

Spare me your sarcasm, Worth. Someone has to take responsibility around here.

WORTH

Right. And that someone always has to be you, doesn't it?

(CONTINUED)

60 CONTINUED: (5)

HOLLOWAY

Not all of us have the luxury to play nihilist.

WORTH

Well, maybe I'm just not conceited enough to play the hero.

HOLLOWAY

You make me sick! I've spent most of my life fighting people like you. You're worse than Quentin. At least he stands for something.

Worth gets up, faces her directly.

WORTH

No one stands for anything. We're all selfish...You think you're so high and mighty. You're no better than me. The only reason you're bringing him along...

(points to Kazan)

...is so you can feel better about yourself.

Worth has hit a nerve.

HOLLOWAY

*Don't understand how*  
*Worth*  
 Fuck you, Worth! You despise yourself so much, you can't imagine anyone can feel anything...You don't care if you die in here. You're already dead inside. But I'm not...I want to live and I'm getting out of here.

WORTH

Like hell you are! There's no way out. Even if you make it to the edge, you'll never get past the outer shell...

Silence.

HOLLOWAY

What outer shell?

Holloway explodes into a sudden rage. She throws Worth to the ground, jams her boot in his neck.

HOLLOWAY

I knew it! I knew you were too smart to be a petty thief...!

(CONTINUED)



60 CONTINUED: (6)

Holloway looks to the others.

HOLLOWAY

(shouts)

...He's a fucking spy!

Everyone gathers around Worth.

QUENTIN

Guess we caught us a rat...

WORTH

I'm not a spy! You're making a big mistake...

Holloway turns to Kazan.

HOLLOWAY

What did he say to you?

KAZAN

"I spy." Yeah.

WORTH

It was just a game!

Holloway grabs Worth, lifts him up, then punches him in the face. As soon as Worth drops to his knees, Holloway kicks him in the head.

HOLLOWAY

You slimy cockroach!

Holloway moves to attack Worth again, but Quentin holds her back.

QUENTIN

Don't kill him yet. He might know something about this place.

Worth weakly gets to his knees, wipes the blood from his nose.

HOLLOWAY

Okay, Worth. Talk.

WORTH

I'm no spy. I was dumped in here just like you.

(CONTINUED)

60 CONTINUED: (7)

QUENTIN

Prove it.

WORTH

There's no need for a spy. This place is recording everything we do.

LEAVEN

How do you know that?

WORTH

Because I helped build the fucking thing, all right?!

HOLLOWAY

Why didn't you tell us sooner?

WORTH

Why do you think? Jesus, would you?

HOLLOWAY

You know, you're even more disgusting than I thought...

She looks to Quentin.

HOLLOWAY

...I say we feed him to one of his traps.

WORTH

They're not my traps. I just designed the doors...

Quentin steps forward. He pushes Worth face-down on the floor. Then he jams his knee in Worth's back and twists his arm.

QUENTIN

Let's hear it, Worth. What do you know about this place?

WORTH

Not much. I never saw the big picture. All I know is we're in a big cube, twenty rooms high, twenty rooms across...

LEAVEN

That's eight-thousand rooms.

(CONTINUED)

60 CONTINUED: (8)

WORTH

...Surrounded by an outer shell.

HOLLOWAY

Where's the exit?

WORTH

Do you really think they'd put me in here  
if I knew that?

HOLLOWAY

What's on the other side?

WORTH

A small island.

QUENTIN

Guards?

WORTH

I don't think so. Why bother? There's  
nowhere to go.

HOLLOWAY

Why are we here? What is this place?

WORTH

I don't really know. It's some sort of  
experiment. D.P. Systems Project 2069.  
They're a defence contractor...That's it.  
That's all I know.

Quentin twists Worth's arm harder.

QUENTIN

How do we get out?

WORTH

I don't know...

LEAVEN

What about the numbers?

WORTH

I told you. I don't know...I always  
figured they were markers for the  
construction teams...

CLOSE ON LEAVEN. Her eyes light up with inspiration. An idea  
forms in her mind.

(CONTINUED)

60 CONTINUED: (9)

QUENTIN (O.S.)  
How do you spot the traps?

WORTH (O.S.)  
What do you want me to say? I don't  
know any of this stuff...

HOLLOWAY (O.S.)  
Why were we singled out?

LEAVEN  
(shouting)  
Descartes!

WIDER. The others are stunned into silence. Leaven rushes  
to the nearest engraving, studies the numbers.

LEAVEN  
Leaven, you are a genius.

Quentin lets go of Worth.

QUENTIN  
What the fuck are you talking about?

LEAVEN  
I don't know why I didn't see it  
sooner...

Leaven is lost in the numbers, making mental calculations.

HOLLOWAY  
See what sooner?

LEAVEN  
Cartesian co-ordinates, of course. Coded  
Cartesian co-ordinates.

QUENTIN  
Cartesian what?

Leaven is irritated by Quentin's ignorance.

LEAVEN  
Cartesian co-ordinates are used in  
geometry to plot points on a three  
dimensional graph.

QUENTIN  
So?

(CONTINUED)

60 CONTINUED: (10)

LEAVEN

Don't you get it? These numbers are markers, like a grid reference. You know, latitude and longitude on a map. These numbers tell us where we are in the cube.

HOLLOWAY

So where are we?

Leaven looks to Worth.

LEAVEN

You said this structure is twenty rooms cubed, right?

WORTH

Yeah.

Leaven tears a button off her shirt, using it to scratch crude calculations in the floor.

LEAVEN

(excited)

...It works!...All I need to do is add the numbers together. Now, we're here. The X co-ordinate's sixteen. And if the cube's twenty rooms across, that places us...four rooms from the edge.

QUENTIN

Well, let's go.

HOLLOWAY

Wait a minute. We still have some unfinished business to take care of...

Holloway suddenly spins around, viciously kicking Worth in the face. Worth crashes into the wall.

HOLLOWAY

This is going to be a pleasure...So long, asshole.

Worth is unnaturally calm.

WORTH

(softly)

So what do you stand for now, Holloway...?

(CONTINUED)

60 CONTINUED: (11)

Holloway hesitates.

QUENTIN

Well? What are you waiting for...?

Holloway glances back and notices Kazan staring at her like a frightened child.

QUENTIN

...Finish him off.

WORTH

Yeah. Go ahead, Holloway. You'll be doing me a favour.

Holloway backs away.

HOLLOWAY

(low)

You're not worth it.

Leaven steps forward.

LEAVEN

Look, can the two of you settle this lovers' quarrel when we get out of here? There'll be plenty of time for killing later. TO KILL EACH OTHER

QUENTIN

Yeah. You're right. We'll deal with Worth some other time. For now, let him risk his ass. He can go through the rooms first.

WIPE TO:

61 INT. CUBE 31

Worth is thrown into the room. He tumbles to the floor, then painfully gets to his feet.

WORTH

(sarcastic)

Thanks for helping me in.

The others enter. Leaven opens the next door and checks the numbers.

LEAVEN'S POV, looking through the doorway. The numbers are: 596 786 479.

(CONTINUED)

61 CONTINUED:

Leaven starts making calculations, then stops, suddenly puzzled. She gazes quizzically at the numbers. The group crowds around her.

HOLLOWAY

What's the matter?

LEAVEN

These co-ordinates. 20. 21. 20.

QUENTIN

What about them?

LEAVEN

They don't make any sense. Assuming the cube is twenty rooms across, there can't be a co-ordinate larger than twenty...If this were right, we would be outside the cube. And, as you can obviously see, we're not.

Everyone turns to Worth.

WORTH

Don't look at me...

HOLLOWAY

Are you sure it's twenty rooms across?

WORTH

That's what they told me.

LEAVEN

Well, it's possible the design might have altered at some point.

QUENTIN

Or maybe he's lying...

WORTH

Why would I lie? Where's it going to get me? We're all in the same boat.

No one responds. They believe Worth. Holloway shrugs.

HOLLOWAY

Well, let's keep going and hope for the best. What else can we do?

Worth checks the connecting room with the boot. It seems safe. He passes through the doorway, quickly followed by the others.

62 INT. CUBE 32

The group congregates by the open door. Leaven makes her calculations.

HOLLOWAY

Well?

LEAVEN

I don't understand why, but we seem to be back on course. The next room should be the last before the edge.

HOLLOWAY

Let's hope so.

JUMP CUT TO:

63 INT. CUBE 32 - A LITTLE LATER

Everyone stands around Worth. Worth tosses the boot into the connecting room. A sudden and violent SLASHING sound is heard O.S. Worth pulls the boot back in. Only the heel portion remains.

HOLLOWAY

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

64 INT. CUBE 33

The boot sails through the room. AN EXPLOSION OF WHITE SMOKE erupts from the walls, freezing the boot in mid-air. The boot falls to the ground, shattering into thousands of tiny fragments.

65 INT. CUBE 32

Worth crouches by the door in the floor. He slides it open, prepares to lower the boot into the room below.

WORTH

This is...

66 INT. CUBE 34

As soon as Worth speaks, HUNDREDS OF METAL SPIKES spring from the floor. After a few seconds, they recede back inside.

67 INT. CUBE 32

Holloway turns to Worth.

(CONTINUED)



67 CONTINUED:

HOLLOWAY  
What the hell was that?

WORTH  
Boobytrap...

68 INT. CUBE 34

Just then, the spikes shoot out again.

69 INT. CUBE 32

Worth turns away from the door.

WORTH  
(whispering)  
Must be sound activated.

QUENTIN  
How come the sound of the door opening  
didn't set it off?

WORTH  
It must be rigged to ignore it.

Worth stands.

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

LEAVEN  
So we'll have to backtrack.

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

KAZAN  
Traps bad. Very bad.

QUENTIN  
Worth's right. Who knows how many traps  
we'll have to spot before we hit a safe  
room?...At least we already know how that  
trap works.

HOLLOWAY  
We can do it if we keep quiet.

(CONTINUED)

69 CONTINUED:

LEAVEN

Don't be a fool. It's impossible.

HOLLOWAY

We'll soon find out...

70 INT. CUBE 34

Quentin lowers Holloway into the room. Holloway carefully walks to the side door, silently slides it open.

71 INT. CUBE 35

Holloway lowers the boot to the floor of the connecting room. Nothing happens. She picks it up and jams it in the railing to prevent the door from sliding shut.

72 INT. CUBE 34

Holloway steps to the centre of the room. She looks to the ceiling and mouths the word: LEAVEN.

73 INT. CUBE 32

Leaven sits by the door. Quentin lowers her to the room below.

74 INT. CUBE 34

Holloway helps Leaven inside. Holloway looks up and mouths: KAZAN.

75 INT. CUBE 32

Worth leads Kazan to the door.

WORTH

(whispering)

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

KAZAN

(whispering)

Yeah. No books. Bad.

WORTH

(whispering)

Remember. No noise.

(CONTINUED)

75 CONTINUED:

KAZAN

(whispering, imitating Worth)

No noise. Yeah. No noise.

76 INT. CUBE 34

When Kazan comes within reach, Holloway grabs hold of him, sets him gently on the ground. Holloway turns to lead him toward the exit, but Kazan won't move.

Holloway looks down and notices that the bottom of Kazan's pant leg is caught on the handle of the floor door. Kazan tries to pull his leg away, but succeeds only in tangling the cloth more.

Kazan panics. He starts to open his mouth. Holloway raises a finger to her lips, motions for Kazan to keep quiet and smiles at him reassuringly.

Quentin and Worth anxiously observe the proceedings.

Holloway bends down, slightly rotates the door handle and untangles the cloth. The door handle is left in the "open" position.

Holloway guides Kazan across the room.

77 INT. CUBE 35

Leaven helps Kazan pass through the doorway.

78 INT. CUBE 32

Worth sits on the edge of the doorway. Quentin leans close, whispers in his ear.

QUENTIN

I feel a sneeze coming on...

Quentin lowers a very apprehensive Worth into the room below.

79 INT. CUBE 34

Worth touches the ground, looks back up. Quentin winks at him.

Worth uneasily makes his way across the room.

80 INT. CUBE 32

Quentin grips the door frame and lowers himself down.

81 INT. CUBE 34

Quentin stands on Holloway's shoulders. He slowly shuts the ceiling door. Holloway eases Quentin to the ground.

Holloway crosses the room, steps into the connecting cube.

Quentin starts toward the others. He looks down and sees the door handle, still in the open position. It starts to slide CAPS back.

Quentin runs to the exit.

The handle snaps back, with an amplified CLICK.

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

82 INT. CUBE 35

Quentin lands on the floor and rolls to a stop. With great agility, he gets to his feet, dashes to Holloway and grabs her by the collar.

QUENTIN

You fucking bitch! You almost got me killed!

Quentin punches Holloway viciously in the face. Holloway stumbles over.

↳ MAD AT KAZAN

QUENTIN

I won't forget this, Holloway.

LEAVEN

Wouldn't you like to know what lies beyond the door?

Quentin collects himself. Holloway regains her senses.

QUENTIN

Open it...

Leaven approaches the door.

HOLLOWAY

Let there be sunshine...

Leaven opens the door, looks inside and sees - utter blackness.

QUENTIN

What is it?

(CONTINUED)

82 CONTINUED:

WORTH

Nothing.

The others join Leaven by the doorway.

KAZAN

Very dark. Yeah. Bad. Very dark.

Holloway sticks her head through the doorway.

83 EXT. CUBE

Holloway is silhouetted in the open doorway, the only light in a sea of blackness.

QUENTIN (O.S.)

Is there anything out there?

Holloway's voice echoes.

HOLLOWAY

No. It's pitch black...There's an echo.  
It must be pretty far to the shell.

84 INT. CUBE 35

Holloway leans back into the room.

HOLLOWAY

Maybe there's a bridge or something.  
There could have been one right in front  
of me and I wouldn't have been able to  
see it.

LEAVEN

What now?

HOLLOWAY

I'm going out there...

DISSOLVE TO:

85 INT. CUBE 35 - LATER

Holloway stands by the doorway. A makeshift rope of knotted shirts is tied to her waist. PAN ACROSS to Quentin, Worth and Leaven, standing in a row in their undershirts, holding the rope.

Kazan looks on.

(CONTINUED)

85 CONTINUED:

HOLLOWAY

Try not to let go...

Holloway climbs up to the door frame and firmly grips the rope.

86 EXT. CUBE

Holloway is slowly lowered into the darkness, lit from above. She runs her hands along the outer surface of the cube.

HOLLOWAY

Wait. Wait. I've got something...

87 INT. CUBE 35

Quentin stands braced in the doorway, looking down.

88 EXT. CUBE

Holloway fumbles about in the dark. She pries something open. Suddenly, she's engulfed in A SHAFT OF BRIGHT LIGHT. She shuts her eyes, temporarily blinded.

Holloway squints. As her eyes adjust to the light, its source becomes clear.

HOLLOWAY

(shouts)

It's nothing. Just another room. But I can see a bit better...Hold tight. I'm going to try swinging across to the outer wall.

Holloway launches herself into space, swinging outward like a pendulum.

89 INT. CUBE 35

Quentin, Worth and Leaven are yanked forward by Holloway's shifting weight.

90 EXT. CUBE

Holloway swings out as far out as she can, but fails to reach the shell. The momentum swings her back.

HOLLOWAY

(shouts)

Brace yourselves. I'm gonna try again.

(CONTINUED)

90 CONTINUED:

Holloway pushes out even harder.

91 INT. CUBE 35

Quentin, Worth and Leaven struggle to hold onto the rope.

One of the shirts in the rope starts RUBBING AGAINST THE SHARP EDGE of the door frame.

92 EXT. CUBE

Holloway swings out far, but still doesn't make it to the shell. She swings back.

HOLLOWAY

(shouts)

Okay...One more time.

93 INT. CUBE 35

Leaven braces herself, gets a more solid footing.

LEAVEN

Hurry. You're getting heavy.

94 EXT. CUBE

Holloway pushes out from the wall with all her might.

95 INT. CUBE 35

The shirt rubbing against the door frame STARTS TO TEAR.

96 EXT. CUBE

Holloway swings away from the cube, reaches out. Her hand brushes against something metallic.

HOLLOWAY

I got it!

97 INT. CUBE 35

Suddenly, THE ROOM SHAKES with the force of a tremendous earthquake, accompanied by a thunderous RUMBLE.

Leaven, Worth and Quentin fall forward, THE ROPE SLIPPING RIGHT THROUGH THEIR FINGERS.

98 EXT. CUBE

Holloway starts to fall. She screams, shuts her eyes, then stops with a jerk. Holloway swings back, colliding with the cube.

99 INT. CUBE 35

Quentin is leaning out the doorway, HOLDING THE VERY END OF THE ROPE.

Leaven and Worth rush over to help him. The room has stopped shaking.

100 EXT. CUBE

Holloway is momentarily stunned.

HOLLOWAY

What the hell's going on up there?!

101 INT. CUBE 35

Worth and Leaven grab the rope, help pull Holloway up.

WORTH

Get back up here right now!

102 EXT. CUBE

Holloway grips the rope, starts climbing up.

HOLLOWAY

Okay...I'm coming up.

The shirt continues to tear.

Holloway looks up. The doorway is just beyond reach.

HOLLOWAY

Almost there...

103 INT. CUBE 35

Quentin, Worth and Leaven strain to pull Holloway in.

104 EXT. CUBE

The SHIRT RIPS EVEN FURTHER.

Holloway drops a foot. She looks up and sees that not much more than a thread prevents her from tumbling into the abyss. She reaches for the door frame, just missing it.

(CONTINUED)



104 CONTINUED:

THE SHIRT RIPS APART. A HAND LASHES OUT, grabbing the end of the shirt.

Quentin has a weak grip on the rope. Holloway hangs precariously from the other end. She starts to pull herself up.

A KNOT IN THE ROPE STARTS COMING UNDONE.

Holloway reaches up.

THE KNOT BREAKS.

Holloway seems suspended in mid-air a brief moment. Instantly, Quentin's hand grabs her wrist.

Quentin starts pulling her up. Holloway looks at him, smiles.

Quentin realizes the opportunity that has just presented itself. He stops, stares down at Holloway coldly.

Holloway gazes disbelievingly back at Quentin.

Quentin has Holloway by the hand. HE LETS GO.

HOLLOWAY FALLS, DISAPPEARING OUT OF SIGHT, consumed by the blackness below. Her SCREAM echoes in the void.

Leaven stands in the doorway, peering over Quentin's shoulder, shocked by what she has just witnessed. She quickly steps back, but not before Quentin has a chance to notice her.

105 INT. CUBE 35

Quentin leans back inside the room. He glares at Leaven. A look that clearly states: "You're next."

QUENTIN

She slipped. I lost her...

There is a long, uncomfortable silence.

WORTH

What was that jolt that hit us? An earthquake?

QUENTIN

Forget about it. It's time to keep moving.

(CONTINUED)

105 CONTINUED:

LEAVEN

Moving where exactly?...We have to think things through intelligently before deciding on a course of action.

QUENTIN

I said: "We're moving." This isn't a debate.

LEAVEN

Moving around aimlessly is just going to get us killed.

QUENTIN

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

LEAVEN

So, what's your plan?

→ WORTH

QUENTIN

We keep moving along the edge until we find some kind of bridge.

LEAVEN

Do you honestly think it's that simple? We'll just stumble upon a bridge?

QUENTIN

Yeah. It just might be...You think you're so smart. Well, you had your chance to get us out of here, Leaven, and you screwed up. The real world's a lot different than an equation, isn't it?...You have no say in this. From now on, we're doing things my way...Worth, open the door.

106 INT. CUBE 36

The boot safely touches the ground.

Worth pokes his head through the ceiling doorway, examines the room below. He jumps inside, looks up.

WORTH

It's safe.

Worth moves to the side door.

107 EXT. CUBE

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

108 INT. CUBE 37

Quentin jumps in the room. The others are already inside.

Worth opens the door, gazing into the impenetrable blackness.

WORTH

Still nothing.

QUENTIN

All right. Let's take a break. We'll rest here a few minutes.

CLOSE ON WORTH as he lies down and shuts his eyes.

DISSOLVE TO:

109 INT. CUBE 37 - LATER

ANOTHER ANGLE ON WORTH, still asleep. Leaven kneels beside him, shakes him roughly awake.

LEAVEN

(whispering)

Worth. Worth, wake up.

Worth opens his eyes.

WIDER. Quentin and Kazan are passed out on the floor, looking like the occupants of a morgue. The lack of food and water has obviously taken its toll. Their breathing is heavy and loud.

WORTH

What? What is it?

LEAVEN

(whispering)

Shh! He'll hear you. Listen, there's something I need to tell you...Quentin's a killer.

WORTH

(whispering)

No shit. You woke me up to tell me that?

(CONTINUED)

109 CONTINUED:

WORTH (cont'd)

(whispering)

Of course he's a killer. That's why he's here.

LEAVEN

(whispering)

No, you idiot. That's not what I mean...He's going to kill me.

WORTH

(whispering)

Well, welcome to the club...Wait a minute. Why would he want to kill you? I thought you were the only one he didn't want to kill.

LEAVEN

(whispering)

He's got it into his walnut-sized brain that I'm the reason he's here. I decoded some books that led to a number of arrests. His might have been one of them.

WORTH

(whispering)

You're paranoid. Go back to sleep.

LEAVEN

(whispering)

He killed Holloway...

WORTH

(whispering)

What are you talking about? He tried to save her. He had her by the hand.

LEAVEN

(whispering)

He had her by the hand, all right. But she didn't slip. Quentin let her go. I saw it with my own eyes.

QUENTIN (O.S.)

So what...?

Quentin has suddenly materialized like a ghost behind them, leaning casually against the wall.

Worth and Leaven are startled by his presence.

(CONTINUED)

109 CONTINUED: (2)

QUENTIN

...Big deal. She nearly got me killed. She became an obstacle I saw a chance to remove, so I did. It's that simple...I'll do whatever it takes to get out of here.

Altered?

Silence.

QUENTIN

Time to move. Check the door, Worth.

< CONFIRMATION.

WORTH BACKS DOWN

Worth reluctantly walks to the door in the floor and opens it. He lowers the boot into the room below. Nothing happens. He sits on the edge of the doorway.

AN ENORMOUS RUMBLE fiercely shakes the room.

Quentin and Leaven tumble to the floor. Kazan awakens with a start. He starts to scream in terror.

Worth loses his balance and falls into the room below.

110 INT. CUBE 38

Worth hits the ground. He's temporarily winded from the impact. He catches his breath, his eyes scan the room. He spots something from the corner of his eye.

111 INT. CUBE 37

The room stops shaking. A SCREAM emanates from below. Quentin rushes to the door.

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

QUENTIN

What's so funny?

Worth is so possessed by laughter, he falls over. He can barely speak.

WORTH

Why don't you come on down and find out?

112 INT. CUBE 38

Quentin leaps inside, looks around, sees a body slumped face-down in the corner. Quentin approaches it.

(CONTINUED)

112 CONTINUED:

Leaven and Kazan enter.

CLOSE ON QUENTIN as he turns the body over.

QUENTIN

I don't fucking believe this...

QUENTIN'S POV. The corpse has no face. PAN DOWN to the name tag: RENNES.

Leaven joins Quentin.

LEAVEN

Rennes...But it's impossible.

Worth rolls on the floor, laughing madly.

WORTH

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

KAZAN

Bad place. Bad place.

Tears stream down Worth's cheeks.

WORTH

We've probably been going in circles the whole time!

LEAVEN

All this time wasted...

Quentin explodes. He spins around and grabs Leaven by the undershirt. He forces her into the wall.

QUENTIN

WHAT'S GOING ON?!

Quentin swings back his fist. He slams it into the wall, just shy of Leaven's face.

Leaven completely breaks down. She slumps to the floor, sobbing hysterically.

LEAVEN

I don't know! I don't know!

Worth doubles over from laughter.

(CONTINUED)

112 CONTINUED: (2)

Quentin paces the room, like a caged animal. He stops in the centre, looks heavenward and releases a SCREAM, so primal it barely seems human. Then, as if all the energy had been sucked from his body, he withers to the floor, defeated.

A very long pause.

QUENTIN

(softly)

Well, that's it...Guess you were right,  
Worth.

Worth stops laughing. He gets to his feet.

CLOSE ON QUENTIN. A tear rolls down his cheek. He starts to weep, silently. A hand rests on his shoulder.

FOR A  
LONG TIME, THEN...

WIDER. Quentin turns around to see Kazan touching him reassuringly.

QUENTIN

(pleading)

Get away from me...

Kazan ignores him, sits by his side.

Leaven wipes the tears from her eyes.

LEAVEN

(resigned)

Well, this isn't so bad...It won't be  
much longer...

CLOSE ON WORTH, strangely detached from the scene he is witnessing.

WORTH'S POV. Quentin and Leaven have become shells of their former selves. PAN ACROSS to Rennes' corpse, then over to the door.

Worth's face lights up.

WORTH

Rennes was killed in that room...

(points to door)

Right?

No one responds. Worth steps to the door and slides it open, revealing blackness.

(CONTINUED)

112 CONTINUED: (3)

WORTH

How come there's nothing out there?

LEAVEN

(defeated)

We're at the edge, remember?

WORTH

We weren't at the edge before.

QUENTIN

(softly)

Can't you just let us die in peace,  
Worth?

WORTH

Where's the room Rennes was killed in?

LEAVEN

What difference does it make?

Worth slaps his hands together loudly.

WORTH

Come on! Wake up! There was a room there  
before.

Leaven turns to Worth.

LEAVEN

You're right.

WORTH

That's it! We haven't been moving in  
circles. The rooms have.

LEAVEN

My, God. Of course.

QUENTIN

The rooms?

LEAVEN

It is the only logical explanation.

WORTH

And that explains why the rooms have been  
shaking. They've been shifting all the  
time.

(CONTINUED)



112 CONTINUED: (4)

QUENTIN  
(hopeful)

That thunder we keep hearing...

Quentin throws his hands up in the air.

QUENTIN  
Ah, so what? What the fuck does that  
prove? We're still going to die in here,  
anyway.

Leaven moves to the engraving, studies the numbers closely.  
Worth joins her.

WORTH  
What are you onto, Leaven?

LEAVEN  
Give me a minute...The numbers are  
markers. Points on a map. Right?

WORTH  
Probably.

LEAVEN  
But how do you map a point that keeps  
moving?

A beat.

WORTH  
Permutations.

Quentin is still hunched over on the floor, Kazan by his  
side.

QUENTIN  
Permu-what?

WORTH  
Permutations...A list of all the co-  
ordinates the room passes through. It's  
like a map that tells you where the room  
starts, how many times it moves and where  
it moves to. Right?

LEAVEN  
Precisely.

Quentin sits up straight.

(CONTINUED)

112 CONTINUED: (5)

QUENTIN

The number tells you all that?

LEAVEN

Yes, it might...Don't forget, before I was only looking at one point on the map, which is probably just its starting position...So I only saw what the cube looked like before the rooms started to move.

QUENTIN

Wait a minute. What are you getting so worked up about? We've been through this before. Even if you can figure out where we are, that still doesn't put us any closer to the exit.

WORTH

Yeah. That's right...All we know for sure now, is that we're in a moving structure twenty rooms across.

Leaven is suddenly inspired.

LEAVEN

(thoughtful)

20. 21. 20...

QUENTIN

What?

LEAVEN

I know where the exit is.

Quentin rises and approaches them.

QUENTIN

Where is it?

LEAVEN

Remember that room we passed through earlier that had a co-ordinate larger than twenty?

QUENTIN

Yeah.

LEAVEN

That co-ordinate places the room outside the cube.

(CONTINUED)

112 CONTINUED: (6)

WORTH

A bridge...

LEAVEN

Right. But only in its original position.

QUENTIN

What do you mean?

LEAVEN

Look. The room starts off as a bridge, then it moves all the way through the maze - which is when we must have run into it. Now, at some point, it has to complete its cycle and return to that original position.

WORTH

In other words, the bridge is only a bridge...

LEAVEN

...For a short period of time, yes...The cube works like a gigantic combination lock. When the rooms return to their starting positions, the lock opens. When they move out of that alignment, the lock closes.

WORTH

Yeah, but with a structure this size, it must take several days for the rooms to complete a full cycle...

QUENTIN

...Meaning we might be dead of thirst by the time the lock opens again.

WORTH

Do you know when that happens?

LEAVEN

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

DISSOLVE TO:

113 INT. CUBE 38 - LATER

Leaven sits by the numbered engraving, feverishly scratching formulas into the floor with a button.

(CONTINUED)

113 CONTINUED:

Worth and Quentin watch her intently.

LEAVEN

Yes. I think I've got it...

Leaven looks to the number: 866 367 535.

LEAVEN

(muttering to herself)

...To find the original co-ordinates, the numbers are added together. To find the permutations, they're subtracted from one another...That's it. This room moves to -2, 0 and 2 on the X-axis. 3, 1 and -4 on Y. -2, 2 and 0 on Z.

WORTH

What does that mean? Do you know where we are?

LEAVEN

...Not yet. I need the numbers of the surrounding rooms as a reference point.

Worth looks inside one of the connecting rooms.

WORTH

666. 565. 463.

Quentin looks through another door.

QUENTIN

775. 664. 464.

Worth stands by the next door.

WORTH

855. 535. 463.

Leaven completes her calculations.

LEAVEN

(muttering to herself)

Ah ha! X is 19, Y is 16 and Z is 13...

(to the others)

...Which means this room makes two more moves before returning to its starting position.

Quentin is back to his old self.

(CONTINUED)

113 CONTINUED: (2)

QUENTIN

So what are we standing around for? Let's go to the bridge.

WORTH

Wait a minute. What about the traps? <

QUENTIN

Why don't you just work it into your old system?

LEAVEN

I could...Technically.

QUENTIN

Technically?

LEAVEN

It's possible, but I'd need a computer to do it. You see, earlier I identified trapped rooms by prime numbers. But now I see they're actually identified by numbers that are a power of a prime. And calculating all those factors is far too complex to do mentally.

QUENTIN

Screw it. We stick with the boot.

LEAVEN

We can't. We're too far away from the bridge. We'd never make it in time.

QUENTIN

So you know where the exit is and how to get to it, but we can't make it?

LEAVEN

We can make it. Just not in time.

WORTH

So we are going to die...

Silence. And then, a sudden, irrational rage courses through Quentin.

QUENTIN

You stupid bitch!

Quentin slaps Leaven brutally across the face.

(CONTINUED)

113 CONTINUED: (3)

QUENTIN

Figure it out, God dammit!

LEAVEN

(angry)

It's not my fault! It's impossible! No one can do it! I'd have to calculate the number of factors for each set. And now, the numbers are huge...Look at them. There's no way to calculate how many factors 866, 367 and 535 have, mentally.

KAZAN

2, 3 and 4. The answer is 2, 3 and 4.

Leaven turns to Kazan.

WE HAVE  
FORGOTTEN  
F. IS EVEN  
THREE

LEAVEN

What? What did you say?

KAZAN

The answer is 2, 3 and 4.

LEAVEN

You know, he just might be right.

QUENTIN

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

WORTH

Kazan, those books of yours. Are they math books?

KAZAN

Math. Yeah. Math books. "Advanced Calculus" by Dr. Ivan Pskov. Yeah.

LEAVEN

Kazan, how many factors does 6 have?

KAZAN

3. The answer is 3.

LEAVEN

How about 7?

KAZAN

The answer is 1.

(CONTINUED)

113 CONTINUED: (4)

LEAVEN

Very good. What about 289?

KAZAN

1. Yeah.

WORTH

Idiot savant?

LEAVEN

Apparently.

WORTH

That must be why they put him in here. A  
human calculator.

QUENTIN

Looks like we're back in business.

Worth and Leaven exchange a concerned glance.

114 INT. CUBE 39

The door slides open. Leaven and Kazan stand behind the doorway.

QUENTIN (O.S.)

Come on! Hurry it up.

LEAVEN

782?

115 INT. CUBE 38

Kazan doesn't answer right away. Quentin yells at him:

QUENTIN

Let's go! Come on!

Kazan starts becoming nervous. Quentin grabs him by the shoulders and roughly shakes him.

QUENTIN

(shouts)

What are you waiting for?

Kazan starts to scream, terrified. Worth pulls Quentin away from Kazan.

WORTH

Leave him alone. You can't rush him.

(CONTINUED)

115 CONTINUED:

SFX: A nearby RUMBLE.

LEAVEN  
(soothing)

It's all right, Kazan. Let's start again...782?

KAZAN

2.

LEAVEN

963?

KAZAN

4.

LEAVEN

854?

KAZAN

3. Yeah.

Leaven looks back.

LEAVEN

All clear.

QUENTIN

Come on! Come on!

Quentin pushes Leaven through the door. Kazan and Worth follow closely behind.

116 INT. CUBE 40

Quentin sticks his head inside. Suddenly, the door slams shut on his neck.

Worth grabs Quentin by the hair, slides the door open, then slams it on his neck again. Quentin screams in agony, but he can't budge. Worth hits him again, chokes him with the door. Worth looks to Leaven.

WORTH

Hurry up!

Leaven and Kazan stand by the far door, making calculations.

Quentin tries to pull his head back, but it's trapped in the door like a vise.

(CONTINUED)



116 CONTINUED:

LEAVEN

Got it!

Worth releases the door. Quentin falls back into his room.

Leaven and Kazan step into the next room, immediately followed by Worth.

117 INT. CUBE 41

Leaven and Kazan make calculations.

LEAVEN  
(hopeful)

Is he dead?

WORTH  
I doubt it...Hurry up.

118 INT. CUBE 40

Quentin weakly passes through the doorway, collapses inside. He looks to the door, his face a mask of rage.

119 INT. CUBE 41

KAZAN

...4.

LEAVEN

It's clear.

WORTH

Go! Go!

Leaven and Kazan pass through. Worth steps up to the door frame.

The opposite door lurches open. A very mean looking Quentin rushes inside. Worth hops through the opening, slams the door shut.

120 INT. CUBE 42

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

WORTH  
He's right behind us! Make it fast.

Leaven checks the number.

(CONTINUED)

120 CONTINUED:

LEAVEN

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

Quentin BANGS on the door.

QUENTIN (O.S.)

I'm gonna get you, Worth!

KAZAN

...1.

LEAVEN

Damn!

WORTH

What?

LEAVEN

Trapped...

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

WORTH

Check the floor!

121 INT. CUBE 41

An enraged Quentin pounds his fists against the door.

QUENTIN

You're dead, Worth!

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

122 INT. CUBE 42

Quentin bursts into the room. Leaven and Kazan stand feebly in front of him. Worth is nowhere in sight.

QUENTIN

Where is he?

Quentin dashes forward. He pushes Leaven out of the way, knocking her off her feet. Quentin flings the far door open.

QUENTIN'S POV, looking through the doorway. The room is empty.

(CONTINUED)

122 CONTINUED:

Quentin turns angrily to Leaven.

QUENTIN

Where's Worth?

Leaven backs away from him. Kazan rushes forward, starts pummelling Quentin.

LEAVEN

Kazan, don't! He'll kill you.

Quentin effortlessly elbows Kazan in the face to get rid of him, sending him stumbling back.

Leaven backs across the floor door.

Quentin edges closer to her. He takes a step forward, then suddenly drops out of FRAME.

123 INT. CUBE 43

Quentin tumbles into the room, landing head first on the ground.

Worth hangs from the ceiling, holding the door frame. He jumps inside and moves to Quentin, who is barely conscious.

WORTH

Nightie-night.

Worth leans down and punches Quentin squarely on the jaw, knocking him unconscious.

Another RUMBLE shakes the room.

Leaven pokes her head inside, sees Quentin lying on the ground.

LEAVEN

Well done.

WORTH

Thanks.

Leaven leans in, extending her arms through the doorway. Worth jumps. Leaven helps pull him up.

124 INT. CUBE 42

Worth lifts himself into the room.

(CONTINUED)

124 CONTINUED:

LEAVEN

Come on. This way...

Leaven joins Kazan by the door. Leaven passes into the connecting room. As Worth steps part way inside, THE ROOM SUDDENLY SHAKES. IT STARTS TO MOVE.

125 INT. CUBE 44

Worth stumbles inside.

WORTH

Kazan, get in here! Hurry!

Kazan stands behind the doorway, paralysed with fear. His room slowly rises. Kazan cries out as he is carried off.

WORTH

Kazan!

Kazan's cry is heard faintly in the distance.

LEAVEN

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

WORTH

(shouts)

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

126 INT. CUBE 43

A nearby RUMBLE gently shakes the room. Quentin comes to, weakly sits up. He looks around.

DOLLY to the engraved number: 677 866 767.

(65)

127 INT. CUBE 45

The boot lands safely. Worth enters. He hears a muffled whimper from below and opens the door in the floor.

WORTH

Kazan?

128 INT. CUBE 44

Another RUMBLE echoes throughout the structure. Leaven calls out:

(CONTINUED)

128 CONTINUED:

LEAVEN

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

129 INT. CUBE 46

Worth jumps into the room.

WORTH

Kazan, where are you?

*for a second you  
think it's a question*

Suddenly, a door opens, revealing Kazan. He runs inside.

WORTH

(shouts)

I got him!

130 INT. CUBE 44

Leaven studies the numbered engraving. She is struck by an important realization.

LEAVEN

20. 20...20....

(shouts)

Worth, get back here right now!

131 INT. CUBE 46

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

WORTH

Help me up.

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

132 INT. CUBE 44

LEAVEN

Listen to me, Worth. This room's next move takes it right to the bridge. All we have to do is ride it out...Do you hear me?

133 INT. CUBE 46

Kazan strains to pull up Worth:

(CONTINUED)

133 CONTINUED:

WORTH  
(shouts)  
I hear you! We're on our way.

LEAVEN (O.S.)  
Move it!

Worth looks up.

WORTH  
Come on, Kazan. You can do it. I know you  
can...

Kazan pulls with all his might. He succeeds in raising Worth just far enough for him to reach the door frame.

134 INT. CUBE 45

Worth lifts himself into the room. He stands.

WORTH  
Oh no! Which door...?

PAN from door to door - all identical.

Worth picks one, takes off his boot. He throws it into the connecting room.

135 INT. CUBE 47

As the boot sails through the room, IT SUDDENLY EXPLODES.

136 INT. CUBE 45

Worth quickly runs to the opposite door.

LEAVEN (O.S.)  
Wooooorrrth!

Worth opens the door.

137 INT. CUBE 44

Leaven watches through the doorway as Worth and Kazan enter the adjacent cube.

LEAVEN  
Get in here. It could move any second.

Kazan and Worth leap through the doorway.

(CONTINUED)

137 CONTINUED:

WORTH

Made it!

Instantly, the ROOM STARTS SHAKING VIOLENTLY, AS IT LIFTS OFF LIKE A ROCKET. Everyone's thrown to the floor. After a few seconds, the shaking comes to a sudden stop.

Worth, Leaven and Kazan get to their feet.

LEAVEN

This should be it...

WORTH

Which way?

Leaven indicates a door.

LEAVEN

That way...

> COULD SHE KNOW THAT?

Worth apprehensively steps to the door, grips the handle.

WORTH

Here it goes...

Worth slides it open, revealing blackness. He looks to Leaven.

WORTH

Where is it?

LEAVEN

Give it time. Be patient.

Just then, there is an ear-splitting RUMBLE. The blackness is gradually replaced by another entrance, as THE BRIDGE ROOM SLIDES INTO POSITION.

WORTH

The bridge!

Worth and Leaven burst into spontaneous laughter, their fatigue and pain instantly vanishing. Leaven gestures to Worth.

LEAVEN

After you...

Worth passes through the doorway.

138 INT. CUBE - BRIDGE

Worth crosses the room. He slides open the exit door. A BRILLIANT, WHITE LIGHT engulfs the room.

Kazan joins him by the exit. Worth looks back as Leaven steps inside. She smiles.

LEAVEN

Leaven, you're a genius...

Leaven takes a step forward, then SUDDENLY STOPS. SHE SCREAMS AS A SHARP, METAL OBJECT SEEMS TO BURST THROUGH HER CHEST. Leaven exhales a final breath as the object retracts. As she falls, we see Quentin standing behind her, holding a bloody, broken door handle.

Worth is possessed by a violent rage.

WORTH

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

Worth rushes Quentin, catching him off guard. He grabs Quentin's wrist before he can use the handle and pushes him into the wall.

Worth repeatedly slams Quentin's hand against the metal wall. The handle drops from Quentin's grip.

Quentin knees Worth in the groin. Worth doubles over in pain. Quentin viciously kicks him in the face. Worth collapses. Quentin jumps on Worth, starts to choke him.

Worth struggles to break free, but Quentin clearly has the upper hand.

Something sharp connects with Quentin's face. He falls over. Kazan stands above him, holding the door handle. Worth looks to him.

WORTH

(weakly)

Go! Get out of here! Through that door!

Quentin gets to his knees. He moves back to Worth. Using every bit of remaining strength, Worth punches Quentin in the stomach, then sits up and delivers another blow to the back of his neck.

*Plan up  
WORTH  
PROTECT  
KAZAN*

WORTH

Kazan! Run!

(CONTINUED)



138 CONTINUED:

Kazan stands by the exit, confused, uncertain what to do.

Another RUMBLE sounds. THE BRIDGE STARTS TO MOVE OUT OF POSITION.

Quentin swings back his elbow. It connects with Worth's face. Worth falls back. Quentin spins around and repeatedly punches him in the head. Worth lies motionless on the floor.

Quentin weakly gets to his feet. Kazan backs away from him, moving closer to the door.

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

Quentin limps to the narrow opening. Kazan keeps backing away from him. Kazan crosses the threshold, exits the cube.

Quentin throws himself forward, his upper body landing on the door frame. He starts pulling himself out, but he can't. His leg won't move. He looks back.

Worth holds tightly onto Quentin's foot. Quentin tries to kick him off.

Worth spots Kazan through a shrinking slot in the doorway.

WORTH

Kazan! Keep going! You made it! You're free!

The exit keeps constricting. It's inches away from Quentin's torso.

QUENTIN

Let me go! Let me...

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

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

139 EXT. CUBE - EXIT

Kazan stands by the closed door, frightened and confused. He looks back a final time. Kazan turns and starts walking away until he is entirely consumed by the light.

: OUT.

I MAKE AN  
EPILOGUE.  
(IN WORDS)