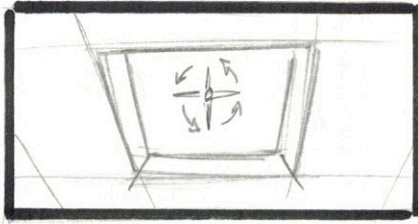


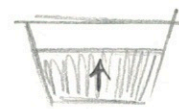
CUBE: THE ARRIVALS

① A



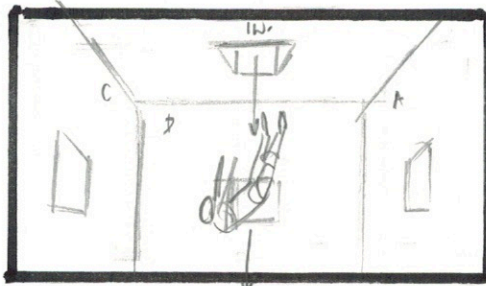
ANGLE ON
CEILING
DOOR

B



DOOR
OPENS

②



W. DROPS IN

- THUD -

OUT.

③



EXTREME DOWNSHOT:

W. ON FLOOR

- HE ROLLS OVER.

④



W.
WACES

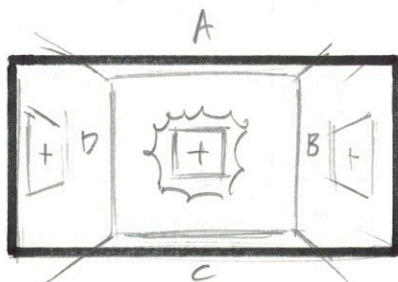
B.



...THEN PASSES
OUT AGAIN.

FADE OUT

⑤ A



H.H. = W.'S POV
OF CEILING
DOOR SLAMS SHUT!

B.

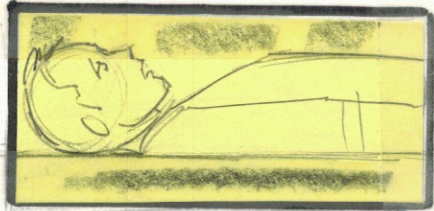


RACK OUT OF
FOCUS.

FADE IN:

(6)

A.



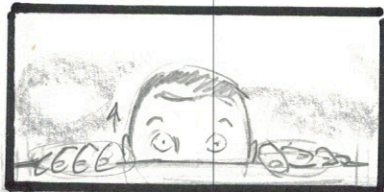
ANGLE ON W.

B.



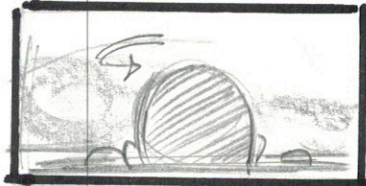
RACK FOCUS TO DOORWAY
- HAND ENTERS.

C.



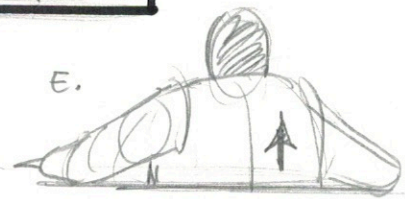
Q POKES HEAD IN.

D.



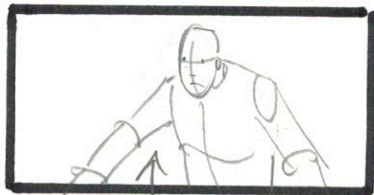
...TURNS TO SEE W.

E.



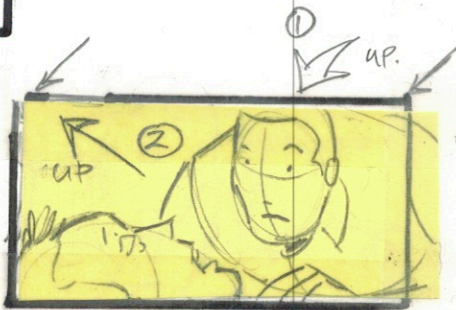
Q. PULLS HIMSELF
IN TO ROOM.

(7) A



Q. RISES
INTO SLOT

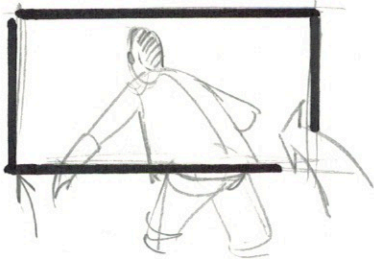
B



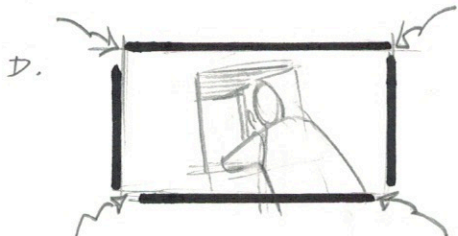
ADJUST TO INCLUDE W.
AS Q CHECKS PULSE ETC.

THIS SHOT CONT. NEXT
PLT III

(7 cont.) C.



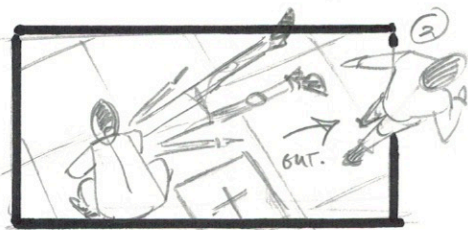
Q- STANDS



Follow

Him AS HE OPENS DOOR A.

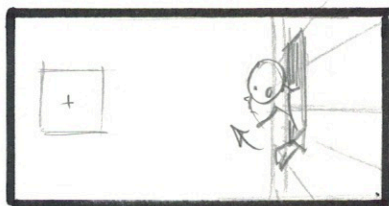
8



EXTREME DOWNSHOT:
(S/A

Q ENTERS ROOM, CHECKS W.
GOES TO DOOR A.

9 A.



Q. POKES
HEAD IN.

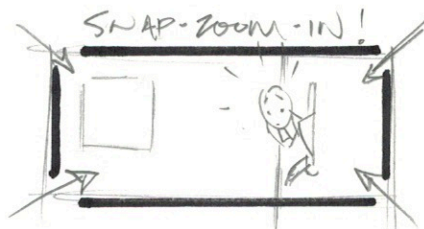


LOOKS AWAY

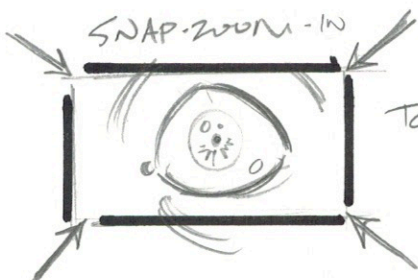
C.



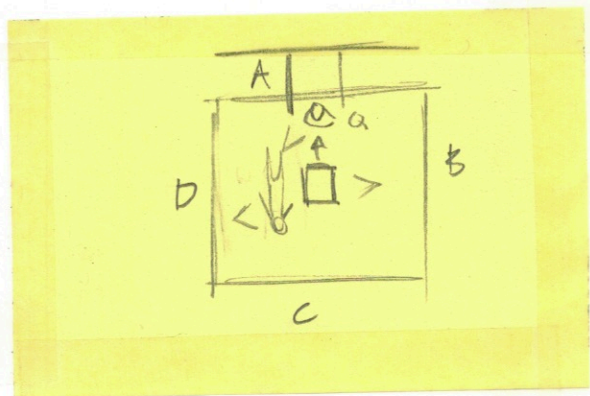
LOOK TO CAM



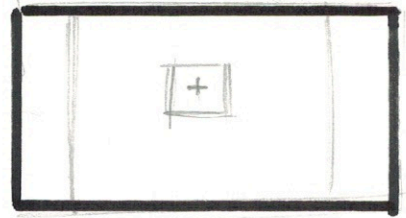
10



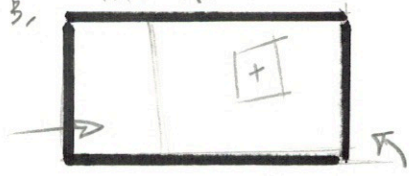
TO Q'S EYE.



(11) A. Q POV OF ROOM

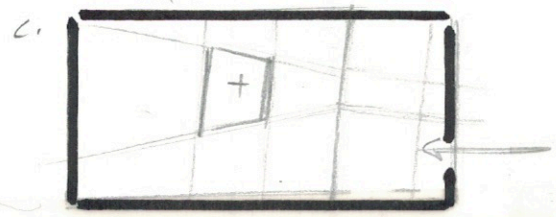


B. PAN R.

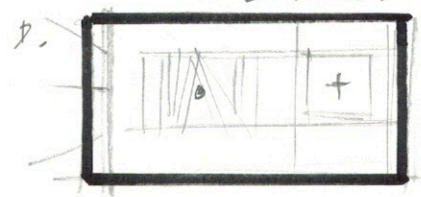


* THIS SHOT IS BROKEN IN 2 PIECES HERE

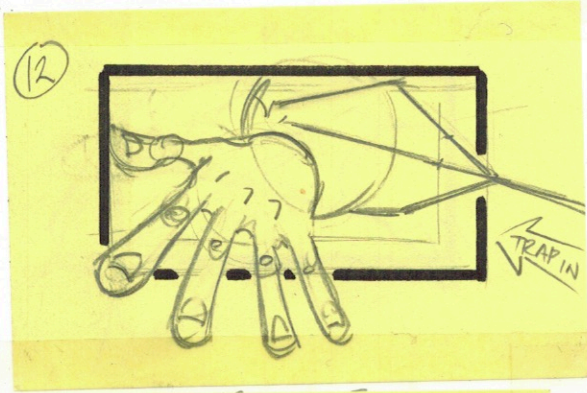
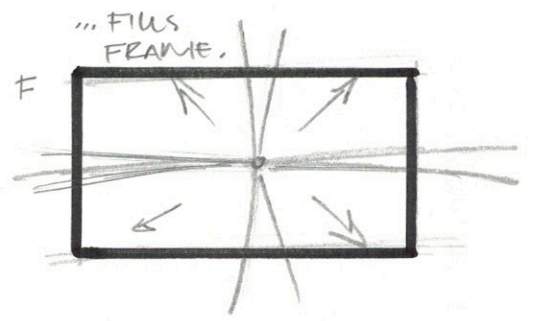
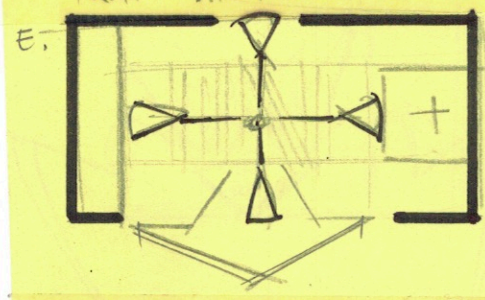
C. PAN L.



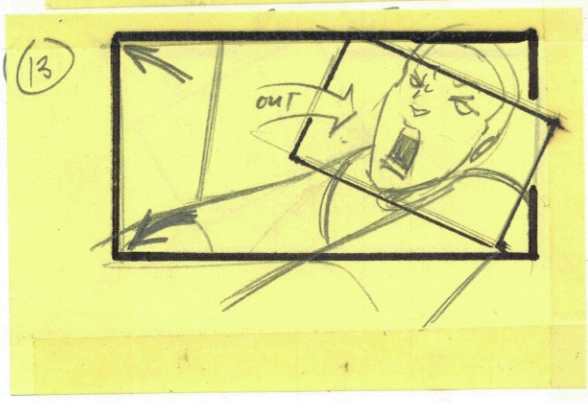
D. Hold



E. TRAP SHOOT'S OUT OF WALL

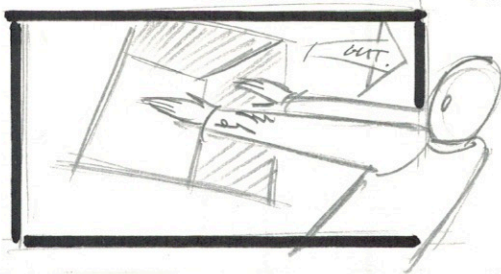


PUSH-IN AS TRAP PUNCTURES Q'S FOREARM. * FLOP (REVERSE MOTION)

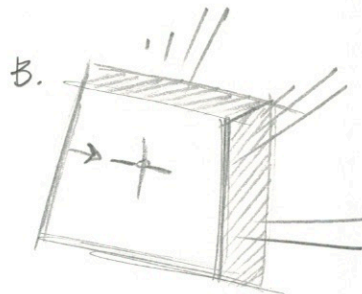


Q SCREAMS * FLOP Pull OUT of CANT AS HE FALLS BACK O.S.

(14) A.

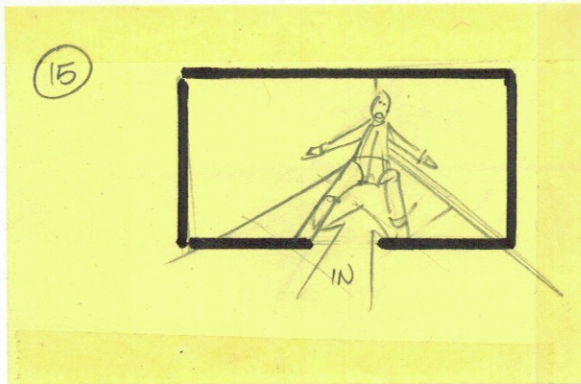


UPSHOT:
Q FALLS
BACK INTO
ROOM



DOOR SLAMS
SHUT.

(15)



DOWNSHOT:

Q SCUTTLES INTO CORNER.

(16) A.



Q
LEANS
AGAINST
WALL.



3. NOTICES W. GONE.

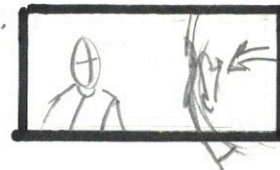
C.



PAN →

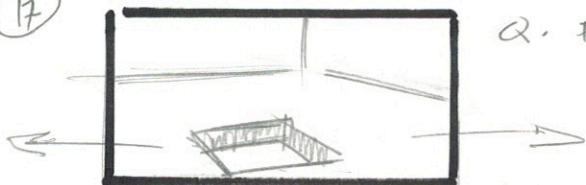
ADJUST
TO INCLUDE
W.

D.

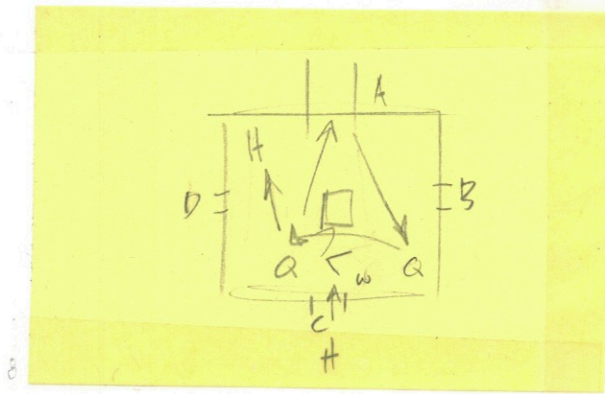


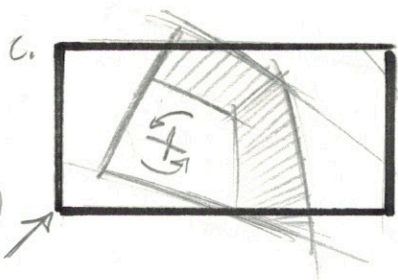
W.
TURNS.

(17)

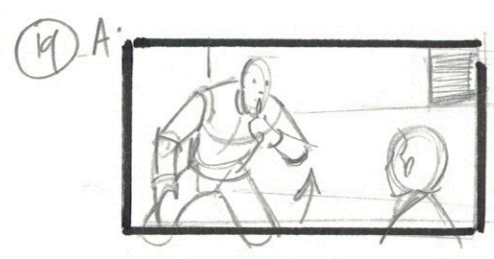
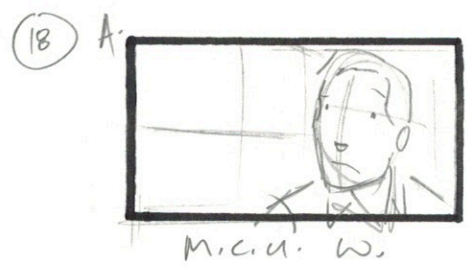


Q. POV OF
ROOM. - W GONE.

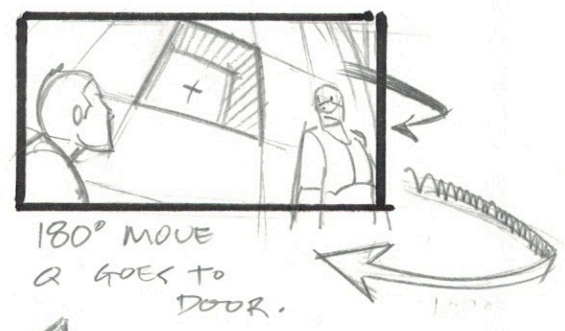




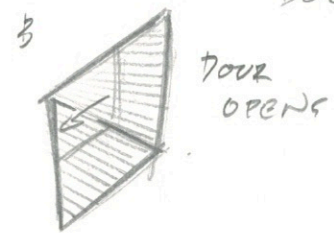
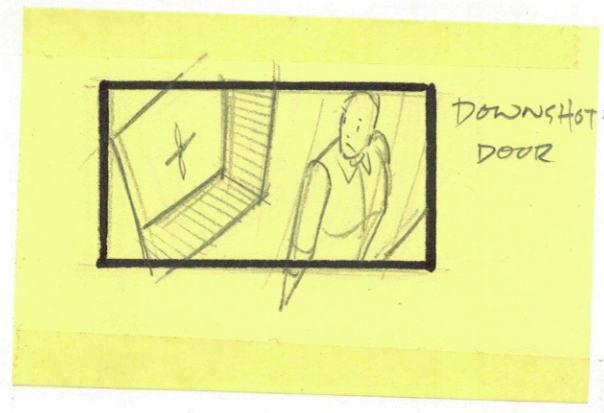
TILT UP



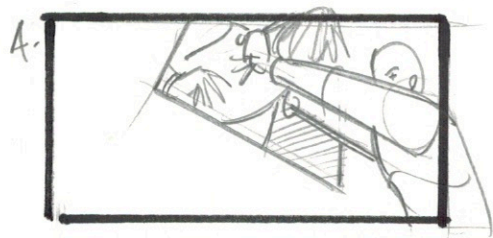
REVERSE:
Q EYES



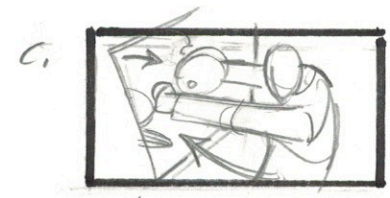
20



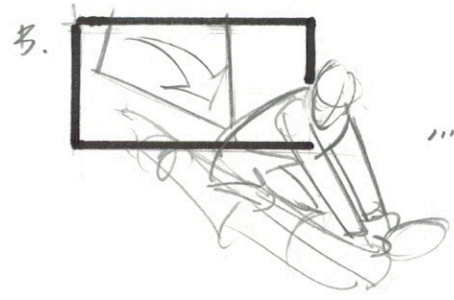
21



UPSHOT:
Q GEARS H.



H. POKES HEAD THRU.
Q GEARS.



... FUMPS HER O.S.

22

A.



DOWNSHOT=

H. B.
HITS
FLOOR



SCREAMS AWAY

23



UPSHOT=

CU
Q

24



O.T.S. Q
H RETREATS

25



M.C.U.
H.

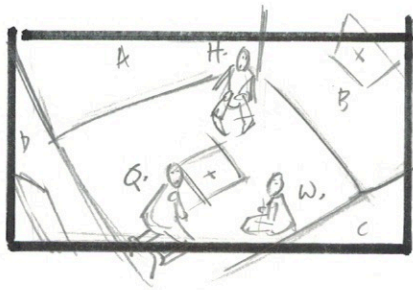
26



Q OUT

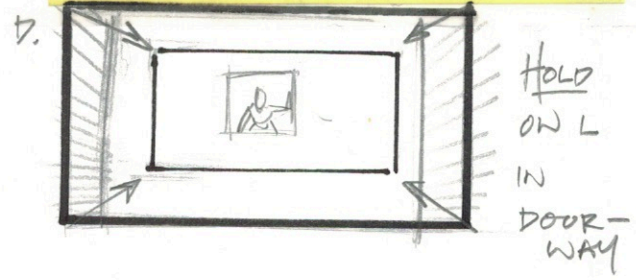
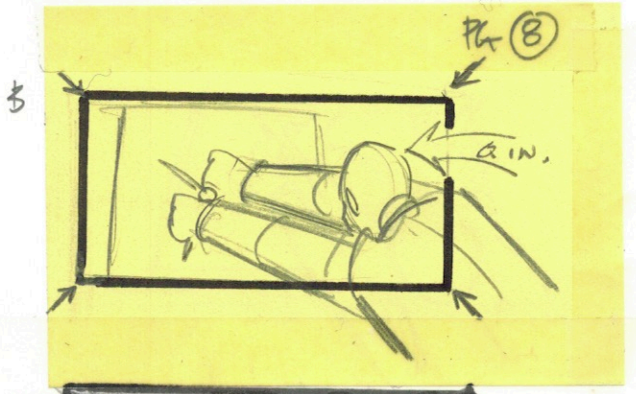
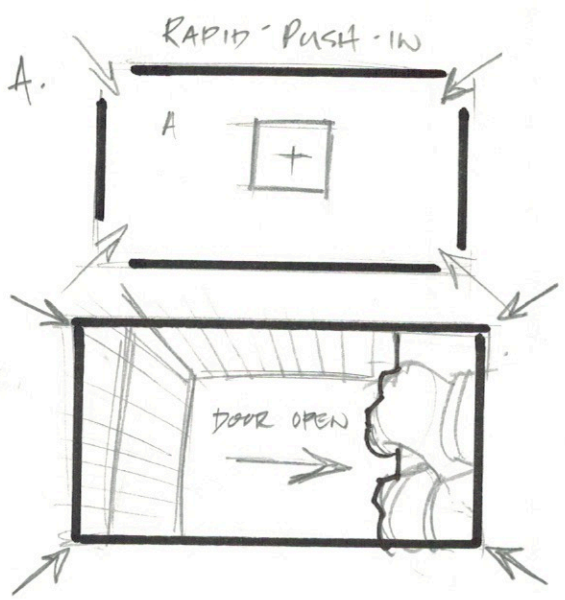
2. SHOT:
W + Q
Q REACTS TO
L.

27

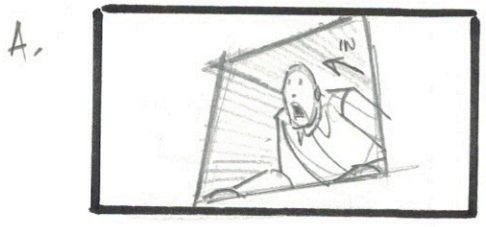


RUMBLE!

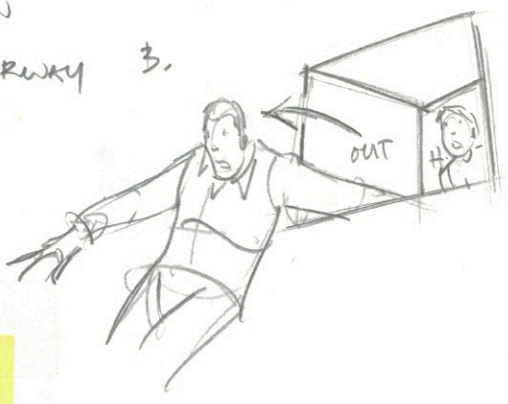
(28)



(29)

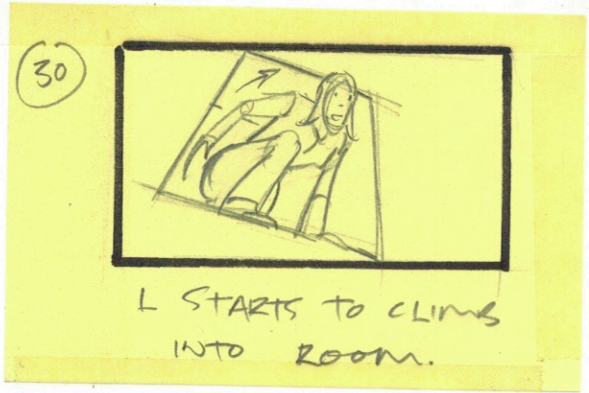


Q IN DOORWAY B.



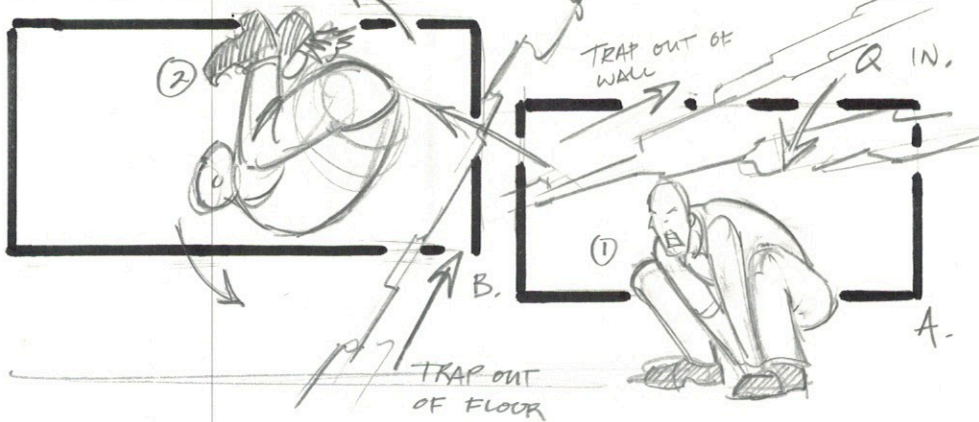
Q JUMPS INTO TRAPPED ROOM

(30)

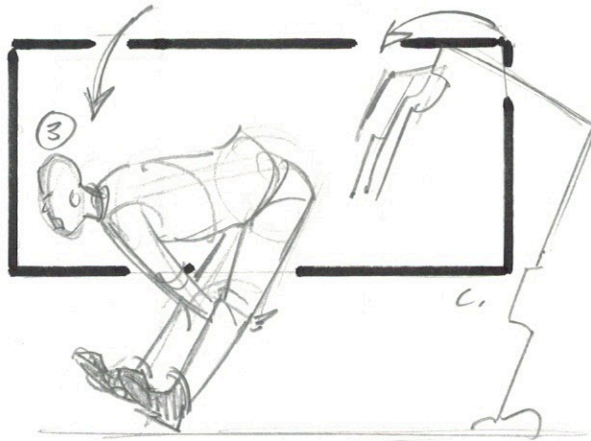


31

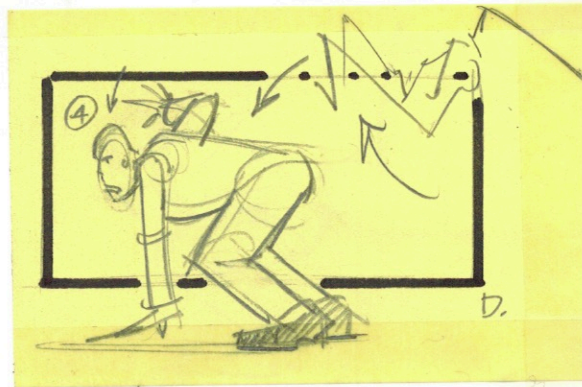
SUMMERFALLS



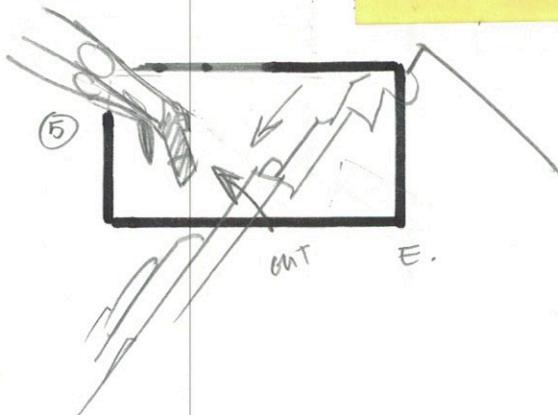
PAN W. Q. AS
HE JUMPS
INTO SHOT
- TRAP SHOOTS
OVER HIS HEAD.



TRAP IN FLOOR
FOLDS

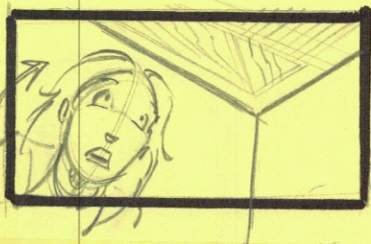


TRAP IN
FLOOR
EXTENDS



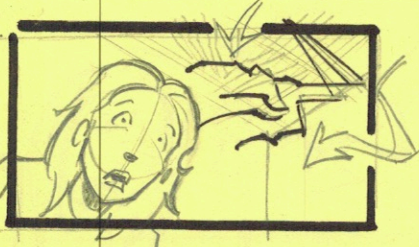
TRAP STABS DOWNWARD
JUST AS Q LEAPS OUT
OF THE WAY.

32 A.



UPSHOT = L LEANS INTO SHOT.

B.



TRAP DISENGAGES FROM WALL.

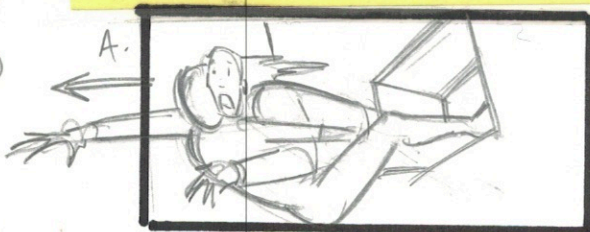
C.



Q PUSHES L OUT OF SHOT

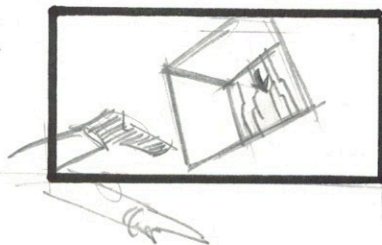
33

A.



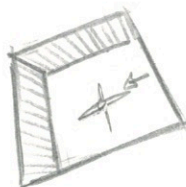
Q & L TUMBLE INTO L'S ROOM.

B.



TRAP PASSES BY IN DOORWAY.

C.



DOOR SHUTS.

34

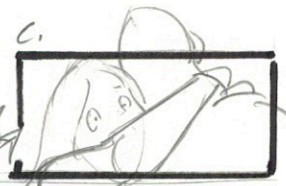


Q LANDS ON L.
(GLASSES OUT)

B.



HE RISES.



L GRABS Q.

35

A.



SLIGHT UPSHOT =
Q GETS UP

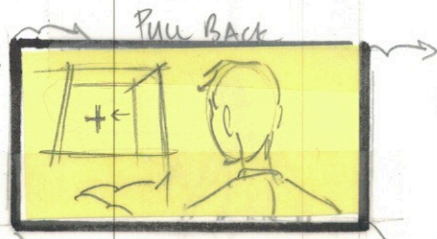
B.



L. GRABS HIM

36

A.

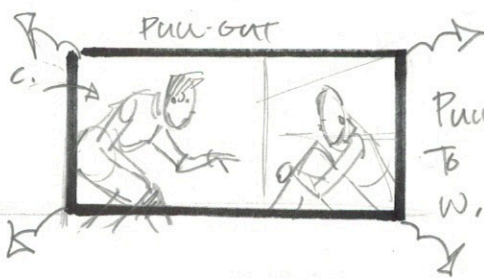


H STEPS BACK
FROM DOOR

B.

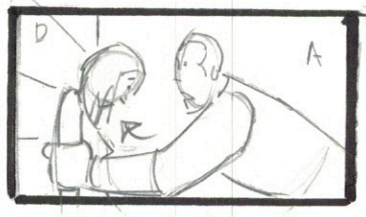


H CALLS
TO W.



Pull out
TO INCLUDE
W.

(37)



Z-SHOT = A + L

(38)



cu Q



"CLICK!"

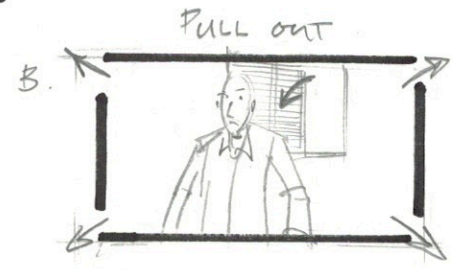
WHIP PAN →

(39)



R @ DOOR C.

WHIP PAN →



R STEPS INTO ROOM.

(40)



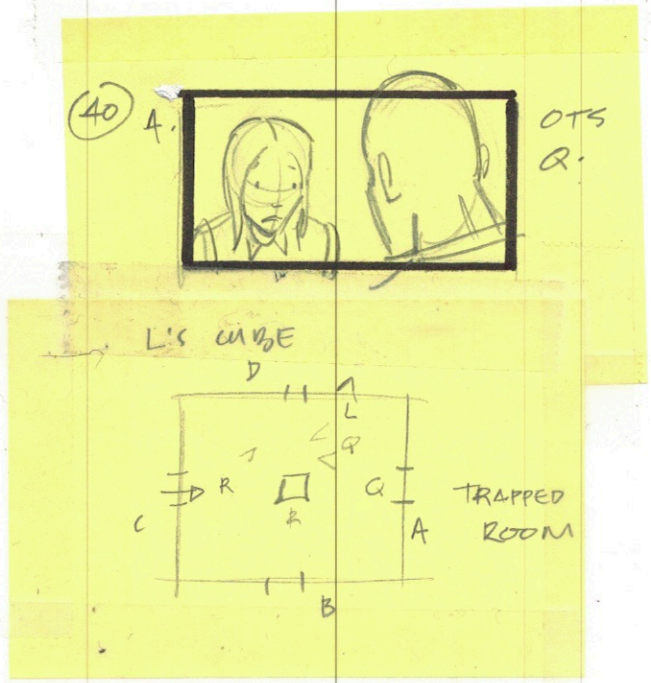
OTS Q.



TURNS TO R.



L. COMES UP TO Q

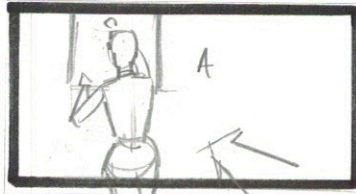


41



2. SHOT = H & W.

B.



H. GOES TO DOOR

← ADJUST

42



mcu. H.

B.



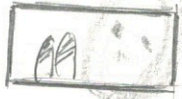
ADJUST → SHE CHECKS W'S INJURY.

43



W. BRINGS UP BLOODY FINGERS - RACK FOCUS TO THEM.

B.



C.



H LEANS IN TO EXAMINE.

D.

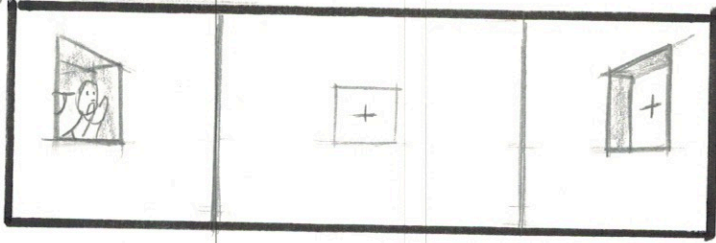


H TURNS TO A'S VOICE.

← ADJUST.

44

A.



Q SHOUTS.
PAW TO H'S DOOR.

45

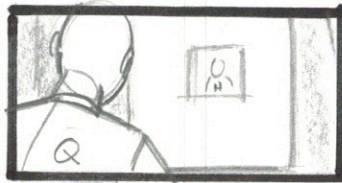


MS Q.



DOOR OPENS
H. PEERS OUT.

46



O.T.S. Q

47



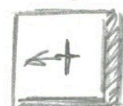
MS H.

48 A.



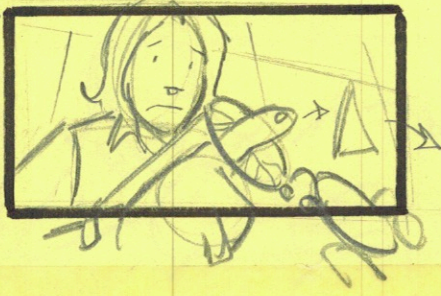
O.T.S. H.

B.



Q SHUTS
DOOR

49 A.



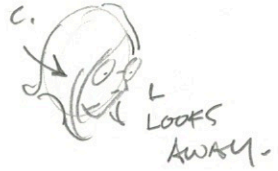
SLIGHT UPSHOT:

L TAKES OUT GLASSES
- POKES PIECE OUT.

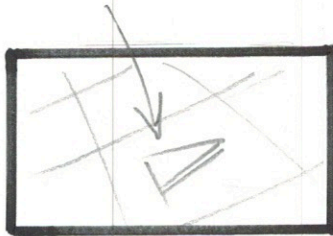
B.



PUTS THEM ON.
- LOOKS @
R.



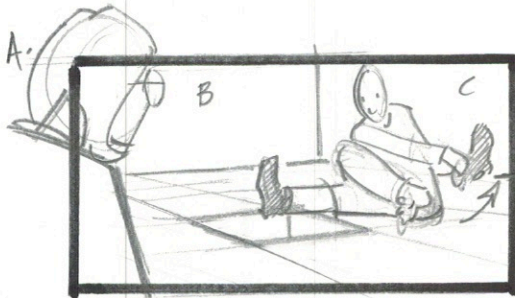
50



INSERT:

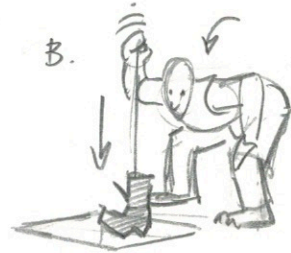
PIECE OF LENS
FALLS ON FLOOR.

51

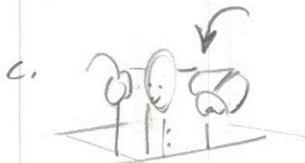


O.T.S.
L.
R TAKES
OFF
BOOT.

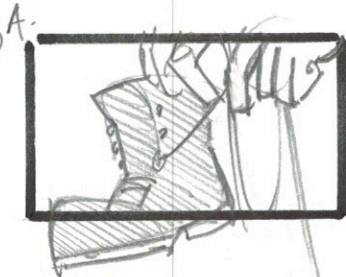
B.



...LOWERS
IT INTO
ROOM
BELOW.



52



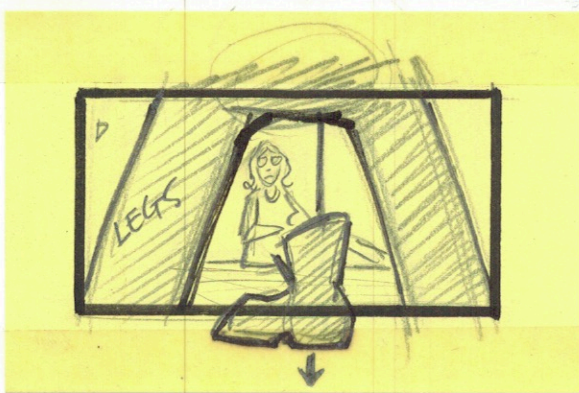
CU
BOOT

B.



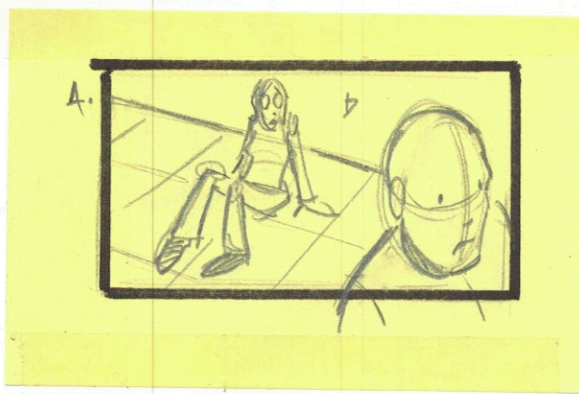
TILT UP TO R.
... LOOKS @ L.

53

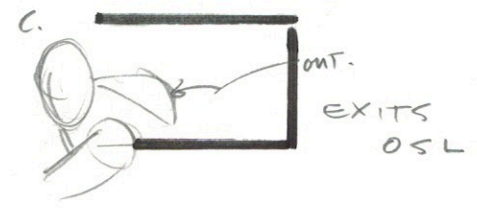
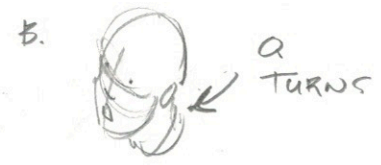


ANGLE ON L
THRU. R'S LEGS.

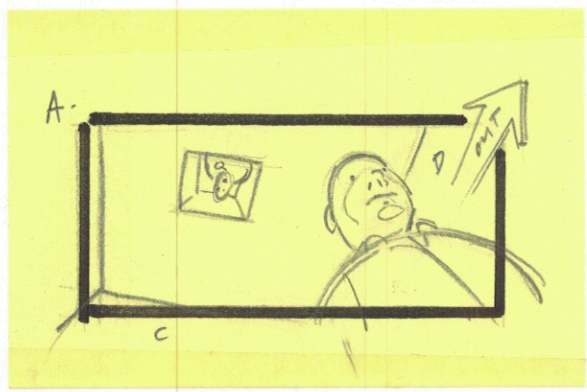
54



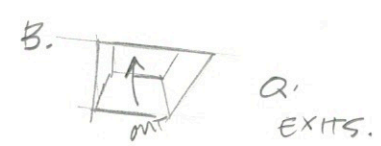
2-Shot = Q & L



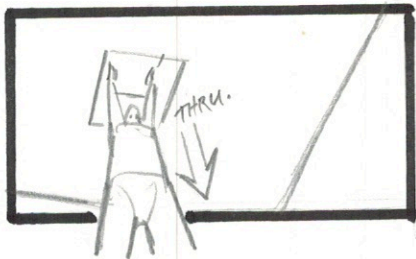
55



A CAUS
TO R FROM
CEILING DOOR.



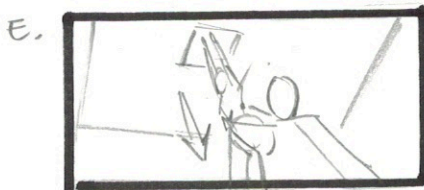
(55 CONT.) C.



Q DROPS IN.



L PEEKS IN

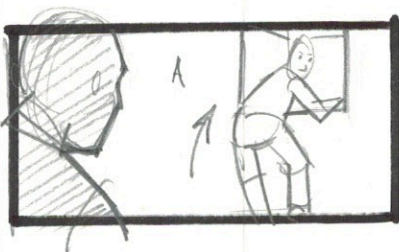


Q HELPS HER IN.

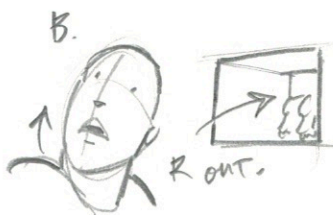


Q & L OUT.

(56) A.



O.T.S. Q.

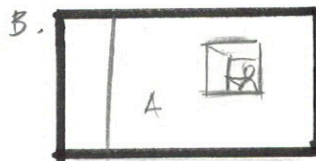


Q REACTS TO L.

(57) A.

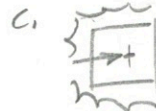


Q & L ENTER



PAN →

R. IN NEXT ROOM.



SLAM!