

Shot 1 ~ Panel 1



Hey. What happened to you, Man?
*black spots dancing across the vision

Shot 2 ~ Panel 1



*fingers drums

Shot 3 ~ Panel 1



*rubs stone between fingers

Shot 1 ~ Panel 2



You're still writing, right? *black spots dancing across the vision

Shot 2 ~ Panel 2



Shot 3 ~ Panel 2



Shot 4 ~ Panel 1



*exhales a deep breath

Shot 1 ~ Panel 3



*darkness slowly dissapates into loby, blurred figures/silhouettes

Shot 5 ~ Panel 1



Our hands are tied, Mal.
If you can't give us anythin', we can't do nothin'. *head turns to him

Shot 2 ~ Panel 3



*drums harder

Shot 3 ~ Panel 3



*stone grip tighter

Shot 6 ~ Panel 1



Shot 7 ~ Panel 2



CLEM: Did you even think about their lives? Or mine?!
MALIK: No...

Shot 8 ~ Panel 1



You've done enough. *hand starts to grip the leather chair

Shot 9 ~ Panel 1



You're a monster! *white knuckled

Shot 4 ~ Panel 2



You're a MONSTER! *brathing becomes erratic, less controlled

Shot 10 ~ Panel 1



*grips the wooden chair

Shot 10 ~ Panel 2



Shot 11 ~ Panel 1



*pebble slips

Shot 11 ~ Panel 2



*Malik lunges for it

Shot 12 ~ Panel 1



Shot 12 ~ Panel 2



What the –

Shot 13 ~ Panel 1



Shot 13 ~ Panel 2



Shot 13 ~ Panel 3



Shot 14 ~ Panel 1



*stumbles into the bench

Shot 14 ~ Panel 2



Shot 14 ~ Panel 3



Shot 15 ~ Panel 1



Hello? Hello? Is anybody down here? *walks to the back

Shot 16 ~ Panel 1



I think I – I just woke up here – I mean – this isn't what –

Shot 17 ~ Panel 1



*sighs
Hello?

Shot 18 ~ Panel 1



Shot 19 ~ Panel 1



Come on... Why won't you open?
Dammit! *tries the door

Shot 19 ~ Panel 2



Hello? What the hell is this place?

Shot 19 ~ Panel 3



*Speaker crackles on
It's progress. You made it, Malik.

Shot 20 ~ Panel 1



COND: I thought you might.
MALIK: Hello?

Shot 20 ~ Panel 2



*looks up
COND Hello, Malik. Welcome.
MALIK Uh... who am I speaking to?

Shot 21 ~ Panel 1



You might consider me an overseer of this place, a conductor of sorts. Some may even call me

Shot 22 ~ Panel 1



a friend. Now I must apologise, Malik. I find myself currently indisposed, but rest assured I am always here for you, if ever you are in need.

Shot 23 ~ Panel 1



Right... Well, I would say I am very much in need at the moment... friend. How do I get out of here?

Shot 24 ~ Panel 1



Oh no, Malik, progress takes time. Please, do make yourself comfortable.

Shot 25 ~ Panel 1



MALIK: It's just – you know, I could use a little air.
COND: There is no need to worry.

Shot 26 ~ Panel 1



COND: You are safe here, Malik.
MALIK: Uh-huh. And where is here exactly? *a beat of silence

Shot 27 ~ Panel 1



We all make choices, Malik. Some small, some life-changing. If untreated, each regrettable action

Shot 27 ~ Panel 2



can have a fracturing reaction, forging new neural networks with lasting damage to the Amygdala.

Shot 28 ~ Panel 1



This programme has been specially designed to rewire and reframe these choices in aid of restoration.

Shot 28 ~ Panel 2



In fact, we have made amazing progress so far with those in various states of distress.

Shot 29 ~ Panel 1



MALIK: I'm not—
COND: I understand. Acceptance can be difficult to acquire.

Shot 29 ~ Panel 2



Right. Well, that sounds great and all, but I don't think – really I'm not the type of guy that would...

Shot 29 ~ Panel 3



I'm pretty sure I shouldn't be here.

Shot 30 ~ Panel 1



You are exactly where you need to be. I have personally reserved a room for your curative experience. You'll find that it has been thoughtfully optimised for your healing

Shot 31 ~ Panel 1



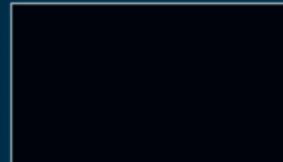
COND: and emotional fortification.
MALIK: You mean that door? Yeah, well I tried that already and it's locked, so...

Shot 31 ~ Panel 2



*door clicks open
COND: Please try again, won't you?

Shot 31 ~ Panel 2



MALIK: Great.

Shot 1 ~ Panel 1



Shot 1 ~ Panel 2



*dust flakes fall

Shot 2 ~ Panel 1



Shot 2 ~ Panel 2



*Turns the knob

Shot 2 ~ Panel 3



Woah!

Shot 3 ~ Panel 1



Shot 3 ~ Panel 2



Shot 4 ~ Panel 1



Shot 4 ~ Panel 2



*door slowly closes

Shot 4 ~ Panel 3



*looks again at the knob but notices water under

Shot 5 ~ Panel 1



Aw, man... really?! *lifts leg

Shot 5 ~ Panel 2



*lowers leg back in the water and paper swims into view

Shot 5 ~ Panel 3



*hand reaches for paper

Shot 6 ~ Panel 1



Shot 6 ~ Panel 2



*paper falls in the background

Shot 7 ~ Panel 1



No... *crumples paper

Shot 8 ~ Panel 1



H-hey! *puts the door knob in his pocket

Shot 8 ~ Panel 2



Conductor? You still there? Look,

Shot 9 ~ Panel 1



I appreciate what you're doing here, (I think?) but...

Shot 9 ~ Panel 2



*trudges forward through water

Shot 10 ~ Panel 1



this isn't for me, so...You can just put me back where you uh...

Shot 10 ~ Panel 2



found me, and we're all good.

Shot 11 ~ Panel 1



Shot 11 ~ Panel 2



H-hello?

Shot 12 ~ Panel 1



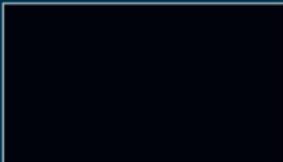
Hello?

Shot 12 ~ Panel 2



*water droplet falls and echos

Shot 13 ~ Panel 1



Well... shit. *another drop echos screen goes to black (not fade just new screen)

Shot 14 ~ Panel 1



*Moves books to reveal from black screen

Shot 14 ~ Panel 2



This is exactly where I need to be, huh?

Shot 14 ~ Panel 3



But why?

Shot 15 ~ Panel 1



What do they know?

Shot 15 ~ Panel 2



*torn note swims into view

Shot 1 ~ Panel 1



How in the - where...??

Shot 2 ~ Panel 1



Shot 3 ~ Panel 1



I can't get away... not even - (!)
*hands shake

Shot 3 ~ Panel 2



Crumples paper

Shot 4 ~ Panel 1



*throws away

Shot 4 ~ Panel 2



*camera follows the paper

Shot 4 ~ Panel 3



Shot 5 ~ Panel 1



H-hey! This is so fucked up!
Where'd you get this?

Shot 6 ~ Panel 1



Conductor? Hey! *dolly zoom

Shot 6 ~ Panel 2



You won't let me go, will you?

Shot 6 ~ Panel 3



Alright...

Shot 7 ~ Panel 1



Shot 7 ~ Panel 2



*grabbed

Shot 8 ~ Panel 1



Shot 9 ~ Panel 1



*something visible under the water

Shot 9 ~ Panel 2



Shot 10 ~ Panel 1



*yelps, dutch angle

Shot 10 ~ Panel 1



*dutch angle straightens as the creature falls

Shot 11 ~ Panel 1



*waves splash from the paint

Shot 11 ~ Panel 2



*ink dissipates underwater

Shot 12 ~ Panel 1



*stumbles back, few books fall

Shot 13 ~ Panel 1



I should have - I should have never... *pants

Shot 13 ~ Panel 2



Shot 14 ~ Panel 1



*paper falls

Shot 14 ~ Panel 2



Unclumps the paper

Shot 15 ~ Panel 1



Shot 16 ~ Panel 1



*takes out a journal

Shot 16 ~ Panel 2



*puts paper into journal

Shot 17 ~ Panel 1



Come on... *inhale

Shot 18 ~ Panel 1



Shot 18 ~ Panel 2



*exhale, snaps close

Shot 19 ~ Panel 1

