

1 EXT. PATH - EARLY AFTERNOON

The sun beats down mercilessly over the landscape giving no rest. Only dry twigs, dust and bare hills align the desolate pathway that links the village of Pilwood to that of Sourwater.

The only sign of civilization about is a wooden sign nailed into a pole, its purpose to outline an invisible border.

A GIRL walks barefoot towards the sign. She wears a simple dress, completely white. She doesn't seem tired nor lost in the solitude of the place. Her name is EVA JILL.

The girl approaches the sign. She carefully reads the writing, which is a bit weathered by time: "WELCOME TO SOURWATER". She looks up in the direction of the nearby hill and looking towards the top, smiles towards a light reflecting in the distance.

Positioned behind a rock, a GUNSLINGER is aiming his rifle in the direction of the girl. The reflection that Eva had just seen was that of the sun shining onto the long barrel of his weapon.

The gunslinger's name is ROLAND. He has a wild look about him, of somebody who no longer cares about his appearance. His eyes reduced to two slits, observe with determination, his prey. He wears a hat that sits over his eyes.

Roland meets the girls' gaze and after a moment of hesitation with his trigger, lifts his rifle and turns around lowering his hat over his eyes.

ROLAND
(murmuring)
Not her.

The girl smiles and continues in the direction of the village.

DISSOLVE TO:

2 EXT. SOURWATER - EARLY AFTERNOON

The small village of Sourwater is quiet in the slow afternoon. There are few buildings that distinguish the centre of the village: few wooden houses, a church, something that resembles a saloon and an office of some sort.

Even the people walking along seeking the shade seem mirages, with their slow and tired steps.

JOHN SMITH JR (V.O.)
Death has forgotten Sourwater

CUT TO:

3 EXT. JOHN SMITH JR'S OFFICE - EARLY AFTERNOON

We approach the office in the middle of the village. On top of a ladder, near the entrance, somebody is adding in black paint the letters "JR" next to the writing "...OF JOHN SMITH".

On the door a sign indicates that the office is open. Just below this is a faded sign that says "Assistant Wanted".

JOHN SMITH JR (V.O.)
And business was bad.

CUT TO:

4 EXT./INT. JOHN SMITH JR'S OFFICE, CORRIDOR - EARLY AFTERNOON

We enter by the hall and follow the short shadowy corridor. We can't quite make out what is in the big room that seems to run alongside the corridor as the sunlight fails to reach there. The only open door that seems to be letting some light through is that at the end of the corridor. We enter through the door.

JOHN SMITH JR (V.O.)
Around, in the other towns, people
were being killed...

CUT TO:

5 INT. JOHN SMITH JR'S OFFICE, MAIN OFFICE - EARLY AFTERNOON

The room isn't very big, and it's lit up by only one window that lets the late afternoon sun in. One wall is full of folders that are filed away not very well.

Two desks, one opposite to the other, and two wooden chairs comprise the rest of the furniture. One desk is completely covered in paperwork, documents and photos.

Instead the other desk is much more organised. A bottle of water, half full and a glass placed carefully in the corner, a piece of white paper, a fountain pen and a framed photo of a woman, probably the mother, by now yellow with age. Slipped into the frame is a more recent photo of an old man. Nearby on a table, a newspaper clipping of a photo of a young girl. An elegant gun, in a dark belt, JOHN SMITH SR's colt, lays nearby.

One of the chairs is empty whilst the other is occupied by JOHN SMITH JR., the owner of the office. John gazes distractedly out of the window and out over the village.

JOHN SMITH JR (V.O.)
...here, however, nobody has died.
For 2 months now.

(CONTINUED)

5 CONTINUED:

John picks the bottle up and pours some out into a glass. He looks at the documents over on the messy desk and with an angry expression brings the glass up to his mouth and drinks slowly.

JOHN SMITH JR (V.O.) (CONT'D)
It would all change so quickly, Eva
Jill arrived, then McBain..

John lowers his glass and resumes to look out onto the village.

JOHN SMITH JR (V.O.) (CONT'D)
... who died not soon after, and
before the dust has settled I would
find Susan and lose my best friend.

CUT TO:

6 INT. JOHN SMITH JR'S OFFICE - EARLY AFTERNOON

The HAND OF A GIRL approaches the entrance door, which in turn opens by itself. Eva Jill grasps the sign relating to the 'assistant wanted' in her hand and crosses the short corridor that leads to John Smith's office.

She stops at the entrance of the room from which John Smith is looking out over the sleepy town. He doesn't seem to have noticed the girl.

JOHN SMITH JR
(turning slowly)
...can I help you?

EVA JILL
Yes

John looks at the girl and glimpses at the sign she has in her hands.

JOHN SMITH JR
(turning back to look out
of the window)
It's not a good time.

EVA JILL
No.

John looks for a moment at the mass of documents sprawled out over the desk and sighs.

JOHN SMITH JR
Well...Can you keep the accounts?

EVA JILL
It's my job.

(CONTINUED)

6 CONTINUED:

Eva Jill smiles.

CUT TO:

7 EXT. PATH - AFTERNOON

In the distance, two people are slowly approaching the sign on the edge of the pathway to Sourwater.

Riding across a bicycle, a big man of about 50, dressed elegantly with a thick beard, takes his hat off to wipe his sweaty forehead. He looks up at the sky to the sun and then lowers his gaze to the sign. The man is MR MCBAIN, a powerful local man, the owner of half of the town of Pilwood.

Behind him, JEFF HARRIMAN, McBain's personal bodyguard, looks suspiciously around the pathway with one hand drumming nervously on the barrel of his long gun which is by his side.

Harriman reaches the sign and reads it.

JEFF HARRIMAN

No problem up to here, Mr McBain.

Harriman looks for a moment at a line of stones that cut across the path in line with the sign. A nearby reflection catches his attention.

Harriman approaches a rock at the bottom of the hill that looms over the area. Behind him, an abandoned BICYCLE reflects the sun rays on its' frame.

Harriman looks up in the direction of the hill.

JEFF HARRIMAN (CONT'D)

(looking around him)

Lets' go on ahead Mr McBain.

McBain passes the sign and just behind him Harriman follows. Suddenly Harriman turns and FIRES in direction of the hill.

McBain on hearing the shot slightly loses his balance.

Roland, on the top of the hill, lifts his hat off, as if annoyed, like if someone had disturbed his sleep.

JEFF HARRIMAN (CONT'D)

Vultures, Mr McBain.

Harriman moves away from the sign and McBain follows.

Roland gets up slowly, grips his rifle and watches the two people on the path. Then he looks at the sign and realises that they are already passed it.

(CONTINUED)

7 CONTINUED:

He rests his weapon sideways, lies down and lowers his hat over his eyes.

ROLAND
They'll be back, they always come
back.

DISSOLVE TO:

8 EXT. JOHN SMITH JR'S OFFICE - LATE AFTERNOON

John Smith Jr exits the office with a bunch of keys in his hands. Behind him Eva Jill listens to what he's saying.

JOHN SMITH JR
... and, at this time, you turn the
sign over, get out and lock up with
these keys. I sleep round the back.
You can also leave earlier if you
want...

But Eva Jill is not listening to John Smith Jr anymore. Her attention has moved across to the two people who are waiting outside the entrance, on their bikes.

McBain and Harriman are looking at John Smith Jr, who doesn't seem to have noticed them yet.

John grabs the sign and turns it over to read "OFFICE CLOSED".

JEFF HARRIMAN (O.S.)
(Shouting)
Ehi!

John turns round, and looks at the two people who are parking their bikes up in front of the office.

JEFF HARRIMAN (CONT'D)
Don't close. Time to do business.

John observes McBain and Harriman. With a weak smile and little hesitation, he re-opens the door.

JOHN SMITH JR
After you.

McBain and Harriman look at each other, and decide to enter.

JOHN SMITH JR (V.O.) (CONT'D)
Thinking about it, I shouldn't have
even got up that day to open the
office.

9 INT. JOHN SMITH JR'S OFFICE - AFTERNOON

In the small office, McBain is sitting in front of John's organised desk. Harriman, standing, watches the village from the window. Eva Jill sits in front of the untidy desk and is looking at the documents spread out over the desk.

John brings out a heavy folder from one of the shelves.

JOHN SMITH JR
... and all the girls' details are
here. All professional mourners.

McBain grabs the folder and opens it. Inside are photos of girls with a few descriptions. McBain looks at them one by one. He hesitates over a few and points them out with a nod of his head.

Harriman looks out over the village centre and notices a solitary figure walking alone, not seeking the shade or bothered at all by the sun. Eva Jill watches him.

MCBAIN
Harriman!

Harriman takes his eyes away from the window and approaches the desk.

Eva Jill leaves the room discreetly and walks in the direction of the hall.

HARRIMAN
Mr McBain wants at least a dozen,
they must be good, he wants real
tears.

JOHN SMITH JR
No problem. I just have to contact
them. They've been working quite a
lot at Croxley, Hillingdon,
Pinwood...

HARRIMAN
(interrupting John)
There, people are dying more than
ever.

JOHN SMITH JR
(sighs)
I've heard about that...

McBain grabs the photo of the two elderly people from the desk, and looks at them carefully.

MCBAIN
Curious.

(CONTINUED)

9 CONTINUED:

JOHN SMITH JR

What?

MCBAIN

It's being said that the last to die here was your father. Is that true?

John Smith doesn't appear to react to those words. He grips the glass and takes a sip of the liquid inside.

JOHN SMITH JR

Yes. It is. Someone shot him.

CUT TO:

10 EXT. JOHN SMITH JR'S OFFICE - LATE AFTERNOON

Eva Jill watches, a little way from the office, a small figure, wearing a pair of black trousers with braces over a white shirt rolled up and a pair of glasses too big for his face, who is walking away from a building. On his chest is a rectangle badge with 'Sourwater' on it. The figure is COUNTER.

Counter stops and watches EVA JILL. He seems surprised but when he realises that the girl is staring at him, his look becomes suspicious.

Counter observes the office behind Eva Jill. The sign above her head reads "JOHN SMITH JR'S FUNERAL PARLOUR".

Eva Jill stares impassively at Counter.

EVA JILL

You know why I'm here.

Counter stares at Eva Jill for a few more seconds as if a conversation is in course between them, where words have no meaning.

The figure, with a satisfied expression turns and disappears.

HARRIMAN (O.S.)

Mr McBain wants the girls as soon as possible. They have to cry and honor his brother in the most absolute way. So that they're tearing their hair out.

Harriman and McBain exit the office.

Eva Jill, instead, walks back in.

(CONTINUED)

10 CONTINUED:

HARRIMAN (CONT'D)

(smiling)

Goodbye, Miss. Mr Smith, I'll be there tomorrow in the early morning with the advanced part of the payment.

Eva Jill turns and looks at McBain with a sad expression.

CUT TO:

11 EXT. PATH - LATE AFTERNOON

Harriman and McBain follow the path in the opposite direction from whence they came. They're leaving Sourwater, and they find themselves in range of the sign.

The path is empty as usual, and, regardless of the time of day, the heat is intense and does not let up.

Harriman scrutinises the adjacent hill with suspicion.

Close to the sign, A GUN SHOT shatters the silence.

McBain is hit, and falls from his bicycle, near the sign.

HARRIMAN

(grabbing his gun and looking around)

..what...

Harriman looks at McBain, injured but capable of moving as he tries to grab his gun. Someone shoots at his gun, making it jump away from McBain.

Harriman turns his gaze to the top of the hill and starts shooting.

Another SHOT comes from the top of the hill, and this time it's Harriman who is hit full on, dropping his gun and collapsing to the floor.

McBain pulling himself along tries to reach the gun that Harriman has dropped.

Behind the rock, with his rifle still smoking, Roland watches over the scene, a bit upset.

ROLAND

Not here. I have to move them.

Roland quickly descends the hill and approaches the injured bodies of McBain and Harriman.

(CONTINUED)

11 CONTINUED:

He grabs McBain and drags his weight to the other side of the border. He turns back, grabs Harriman and with even more effort drags him near to the body of McBain.

HARRIMAN
(suffering)
... what do you want to do? Who are
you?

DISSOLVE TO:

12 EXT. ROLAND'S HOUSE - AFTERNOON (FLASHBACK)

Roland's house is a small wooden hut on the outskirts of Sourwater.

A GIRL is cleaning the veranda. The girl is Susan, Rolands' wife. Roland sits on the porch and cleans his gun.

Susan approaches Roland with a broom in her hand, without him noticing. Laughing she sweeps the brush over his feet.

ROLAND
(laughing)
Watch out woman!

Roland gets up, leans his gun up on the side and chases Susan. He catches her quickly, he hugs and kisses her. They both laugh.

Someone stops outside the house. They watch the couple laughing, in particular Susan, and smiles to himself.

The person is ADAM MORTIMER.

ADAM MORTIMER
(shouting)
Hey!... Gunslinger!

Roland stops in his tracks and turns away from Susan. He stops smiling and becomes serious.

ROLAND
Go inside.

SUSAN
(worried)
I don't like it when he arrives.

ROLAND
Don't worry. It's just business.

Meanwhile, Adam Mortimer is almost by the porch.

(CONTINUED)

12 CONTINUED:

ADAM MORTIMER
 (he kneels exaggeratingly)
 Susan, lovely as always

SUSAN
 (cold)
 Hello, Mr Mortimer. Please excuse
 me, I have housework to do.

ADAM MORTIMER
 I understand fully.

Susan moves away and goes back into the house. Adam Mortimer
 watches her with interest, until Roland approaches him.

ADAM MORTIMER (CONT'D)
 Gunslinger. I have a quick and easy
 job for you.

ROLAND
 ... tell me who it is.

Susan watches Roland and Adam from behind a curtain, but she
 can't quite hear the conversation that's going on.

FLASHBACK ENDS

CUT TO:

13 EXT. PATH - AFTERNOON

A groan comes from McBain.

Roland aims his gun and fires a deadly shot.

HARRIMAN
 ... why?

Roland reloads his gun.

ROLAND
 I seek Death.

Roland fires and kills Harriman.

ROLAND (CONT'D)
 I'm sorry.

CUT TO:

14 INT. JOHN SMITH JR'S OFFICE, MAIN OFFICE - LATE AFTERNOON

John Smith is resting on his chair. Voices from the
 reminiscence of the day whisper in his dream.

(CONTINUED)

14 CONTINUED:

EVA JILL (V.O.)
Business is slow

JOHN SMITH JR (V.O.)
There is no business

EVA JILL (V.O.)
Even accidents happen

JOHN SMITH JR (V.O.)
Not in Sourwater.

The echo of a shot startles John Smith Jr, awakening him from his sleep on the chair.

The last afternoon rays of sunshine shine through the window. From outside Eva Jill watches John Smith Jr, who doesn't seem to notice.

CUT TO:

15 EXT. PATH - EVENING (FLASHBACK)

One shot. One fallen. One movement. Another shot.

Roland comes out from his hiding place and approaches the victim whose large body lies across the path. The man that Roland has just killed is John Smith, father of John Jr. His bike lies abandoned nearby. His colt is still in the dark belt.

SUSAN
(shouting)
No!

Another suffocated cry turns the gunslingers blood cold when he realises that the voice is Susan's.

ROLAND
(shouting)
Susan? Susan!

Roland is hugging Susan. He's holding her in his arms but her breath is rasping and a trickle of blood runs down her mouth.

Susan is dying, and Roland knows it.

From nowhere Counter appears alongside John Smith's body and writes something down on his notebook.

Roland jumps on Counter and tears the notebook from him throwing it away.

Adam Mortimer appears behind Roland, with the notebook dusting it off to give back to a Counter.

(CONTINUED)

15 CONTINUED:

ROLAND (CONT'D)
 (looking at Mortimer)
 Save her.

ADAM MORTIMER
 It wasn't her turn.

Mortimer goes up to Susan, and picks her up. He looks at the girl with such tenderness that doesn't seem possible from him.

ROLAND
 Save her.

ADAM MORTIMER
 I can't. There are rules to respect. There are no exceptions.

ROLAND
 Save her.

ADAM MORTIMER
 To change the rules, would change the game.

ROLAND
 (shouting, looking with desperation at the gun)
 Change the game then, go on! Save her!

ADAM MORTIMER (O.S.)
 Very well, you must say goodbye to your love, gunslinger

Roland looks about him. Nobody's there. The gunslinger's only companion is the body of a man who has just been killed.

FLASHBACK ENDS

DISSOLVE TO:

16 EXT. PATH - LATE AFTERNOON

Roland is positioned at the top of the hill, and he watches the two bodies of McBain and Harriman placed on the other side of the wooden sign at the start of the path. He's waiting but the rifle is propped by his side.

A third person has appeared from nowhere and is looking at the two dead bodies. He's a little man, with a notebook in his hand. He looks like Counter, but he's not quite identical. On his chest his badge says "Pinwood"

ROLAND
 A Counter.

(CONTINUED)

16 CONTINUED:

The Counter looks at the two bodies and looks around in quiet surprise. He scribbles something in his notebook and disappears.

ROLAND (CONT'D)
I hope that's enough. I'm tired.

DISSOLVE TO:

17 EXT. JOHN SMITH JR'S OFFICE - MORNING

John Smith is sitting on his sofa in his office. He is looking outside his window as usual.

Nearby, sitting at the decisively tidier desk than the day before, Eva Jill continues to read with interest the documents and marks now and again something on another folder.

JOHN SMITH JR
(talking to himself)
He hasn't returned. Harriman hasn't
come back.

Eva Jill raises her eyes in the direction of John Smith. At the same moment the office door opens.

Roland enters the office. He approaches the room where John Smith and Eva Jill are working.

JOHN SMITH JR (CONT'D)
Good morning, Roland.

ROLAND
Good morning, John.

Roland turns and sees Eva Jill, who smiles back at him.

ROLAND (CONT'D)
You!

JOHN SMITH JR
Do you know Eva Jill?

ROLAND
I've seen her around.

Roland looks down at the desk and picks up a newspaper clipping with a photograph of Susan. Roland and Johns' gaze cross but neither say anything.

Eva Jill looks at the gunslinger for a moment and then looks back at her account books.

(CONTINUED)

17 CONTINUED:

JOHN SMITH JR
Rumours are flying about other
killings over the border

ROLAND
Yes, I've heard of them. Bad news
never rests.

JOHN SMITH JR
Here in Sourwater the only one who
rest is Death.

Outside the window Roland watches the movements of a shadow.

ROLAND
You have visitors.

JOHN SMITH JR
it's McBain. A deal which might put
me back in the clear.

Roland walks towards the window and watches the figures that
are approaching them. They are all dressed like Counter, and
they are standing at the entrance.

ROLAND
(smiling)
I don't think so. They don't seem
to be the usual kind of clients.

With a bang, Eva Jill closes one of the big account books.

EVA JILL
One point. We're missing one point.

Roland and John Smith look in surprise at Eva Jill.

JOHN SMITH JR
One point?

Eva Jill gets up and after having looked out of the window,
moves way towards the door.

Roland and John follow her.

CUT TO:

18 EXT. JOHN SMITH JR'S OFFICE - MORNING

Around the entrance to John Smith Jr's office four Counters
have gathered. We recognise the Counter of Pinwood, whilst
the others each have a badge with an adjacent village to
Sourwater: Pinwood, Croxley and Hillingdon.

Eva Jill, having come out of the office, stops in front of
them.

(CONTINUED)

18 CONTINUED:

John Smith looks on amazed. Roland, instead, watches the on-going scene with interest.

JOHN SMITH JR
Who.. What are they?

ROLAND
Counters.

Eva Jill goes up to them.

EVA JILL
One point is missing here. The score is wrong. Everything is wrong.

Eva Jill looks about her.

EVA JILL (CONT'D)
(shouting)
Adam Mortimer. Come out.

Nearby, Adam Mortimer is leaning casually against a pole with Susan at his side. The girl watches the scene absently as if her mind is elsewhere.

Nearby, the Counter of Sourwater appears indecisive.

Roland sees Susan. Even John Smith notices her presence.

ROLAND
Susan!

Adam Mortimer looks around and sees the Counters looking in his direction.

ADAM MORTIMER
I see that no-ones wants to work more than they have to. Excellent work gunslinger.

ROLAND
Did the best I could.

Roland looks at Adam Mortimer.

ADAM MORTIMER
I didn't think you had this in you.
(pauses)
You're fired.

With these words Roland seems physically battered.

Eva Jill, on the other hand, stretches her face into a smile.

(CONTINUED)

EVA JILL
You can't stop the game, Adam.

Roland is on the floor battered

ADAM MORTIMER
All in good time

Adam Mortimer looks at Eva.

EVA JILL
You cheated. Her death was an
accident. She's mine. And with her
point, I win. Let her go.

John Smith looks around trying to understand what is going on. He's clueless. But his trembling hand is in dangerous proximity to the hilt of his gun.

Roland looks up watching John Smith Jr

ADAM MORTIMER
No. The emissary was mine. I want
the point, and then I'll let her
go.

EVA JILL
You can't.

A GUN SHOT break the dialogue. John Smiths' gun, his father's colt, is still smoking.

The shot from his gun has hit Adam Mortimer straight on, who smiles.

ADAM MORTIMER
(shaking his head)
No, It doesn't work like that.

John Smith shoots AGAIN, and AGAIN, and AGAIN, until Roland stops him, stepping in front of the guy.

Grasped by enthusiasm, John Smith shoots again, one more time.

ROLAND
Enough!

Roland takes the gun from John Smith's hand.

ADAM MORTIMER
Thank the gunslinger, undertaker.
He stopped you from wasting any
more bullets.

(CONTINUED)

EVA JILL
 (looks at Roland)
 One point. Here, you've lost.

Adam Mortimer looks at Eva Jill not understanding. All of the Counters take out their notebooks at the same time and shake their head in agreement. The Counter of Sourwater does the same, scribbling something of his blocknotes.

Mortimer begins to understand, and moving away from Susan and Counter looks in alarm at Roland.

Susan collapses to the ground, having for the first time a take of breath, and John, recovered from shock, moves to help her.

EVA JILL (CONT'D)
 Today I win.

Roland raise the gun and smiles in pain. Mortimer moves away from Susan, now supported by John Smith.

Roland looks at John Smith.

ROLAND
 John Smith Jr, today you avenge
 your father's death.

JOHN SMITH JR
 Kill my father's assassin!

ROLAND
 You've already done it.

Mortimer, in the meantime, has drawn out a gun which he now holds, aiming it at Roland.

ADAM MORTIMER
 Gunslinger, you're dying.

Roland grasps his gun.

ROLAND
 I do not aim with my hand. I aim
 with my eye...

ADAM MORTIMER
 What?

Roland charges, slowly, the weapon.

ROLAND
 I do not shoot with my hand. I
 shoot with my mind...

(CONTINUED)

18 CONTINUED: (4)

Roland completes the usual ritual and now aims the gun to Mortimer, who seems afraid.

ROLAND (CONT'D)
 I do not kill with my gun.
 (looking at John Smith and
 Susan)
 I kill with my heart.

ADAM MORTIMER
 (smiling - not very
 convincingly)
 I can give you back what you've
 lost.

ROLAND
 First comes smiles, then lies...

ADAM MORTIMER
 You know that I have the power.

ROLAND
 ... last is gunfire.

TWO GUNSHOTS. The first hits the gun of Adam Mortimer. The second hits Mortimer full on, who collapses on the floor.

Roland watches Mortimer fall. He closes his eyes and collapses on his side.

A blood stain spreads across Rolands' ribs.

EVA JILL
 Everything falls back into its'
 place.

Eva Jill goes towards John Smith with a bag, and puts it in the young mans hands.

EVA JILL (CONT'D)
 This is for your next job. Time to
 move on. Time to start a new game.

John Smith seizes the bag, looks around him and apart from the bodies of Roland and that of Susan, who is waking up, there is no-one.

The little village seems deserted. Eva Jill has disappeared. Adam Mortimer and the Counter's too.

DISSOLVE TO:

19 INT. JOHN SMITH JR'S OFFICE - EVENING

John Smith is working in his office. Everything seems to be in better order. A client is talking to Susan who now works for him.

CUSTOMER
(hurrying to exit)
... yes, everything ready for
Sunday. Perfect thank you.

SUSAN
Follow me, I'll show you out.

CUSTOMER
Goodbye, Mr Smith!

JOHN SMITH JR
Goodbye.

John Smith walks up to the desk. On Susan's desk we notice that a photo of Roland has been added.

JOHN SMITH JR (V.O.) (CONT'D)
Matters started to get better and
people died as often as they
should.

Outside of the window, we see Susan showing the client her bicycle.

JOHN SMITH JR (V.O.) (CONT'D)
Roland was my first job after a
long time. First class. All paid
for.

Susan says goodbye to the client and comes back into the office. In the distance a shout to the 'thief' attracts the attention of the few people about. One SHOT, and someone falls to the ground.

JOHN SMITH JR (V.O.) (CONT'D)
Susan doesn't remember anything.

Susan walks along the short corridor. We notice she's barefoot. Outside we hear the voices of the people who are surrounding the thief, asking amongst themselves whether he is alive or not.

JOHN SMITH JR (V.O.) (CONT'D)
I didn't understand either whether
I had dreamt it all or not, in
particular Eva Jill. But everything
seems perfectly in place.

Susan walks back into the room and sits down, smiling at him.

(CONTINUED)

19 CONTINUED:

JOHN SMITH JR (V.O.) (CONT'D)
Perfectly in place.

In the distance, near the gathering crowd, another Counter begins to approach, with his notebook in hand.