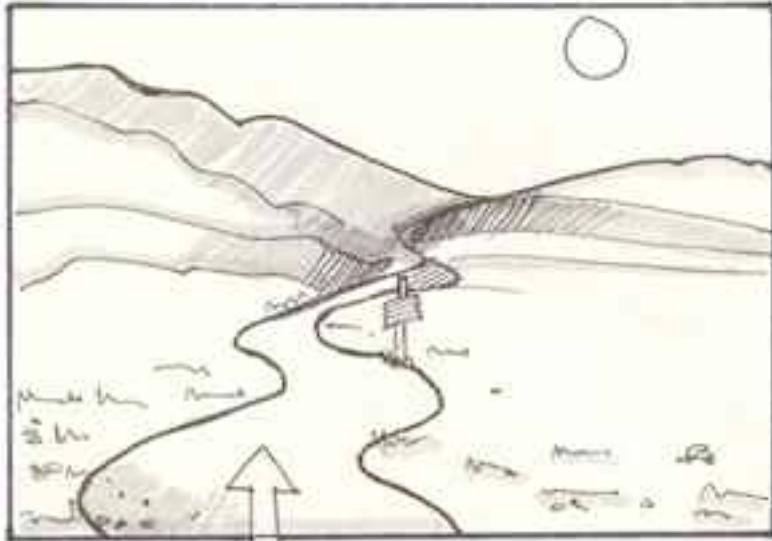


**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

1-1 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...



1-2

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.



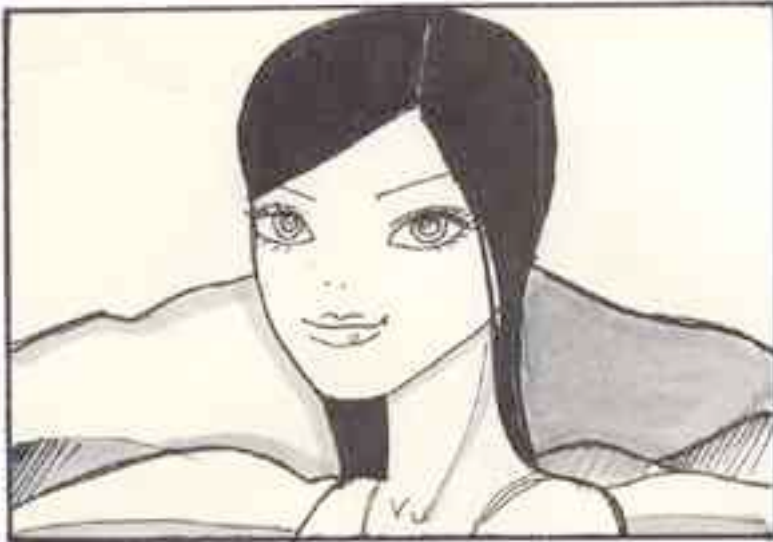
1-3

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...



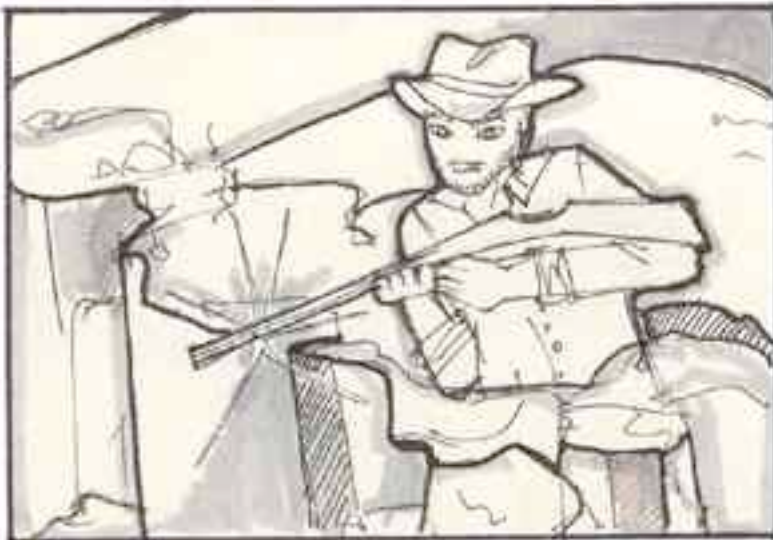
**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

1-4



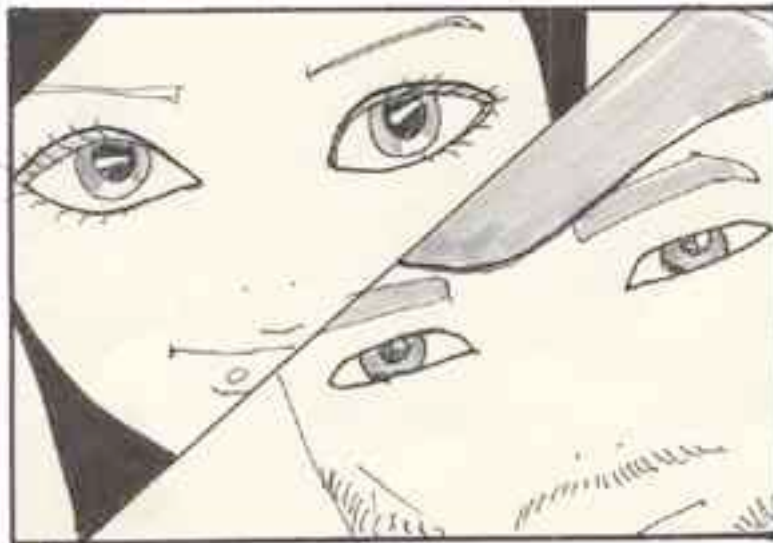
...smiles towards a light reflecting in the distance.

1-5



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.

1-6



Roland meets the girls' gaze...

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

1-7



...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.**

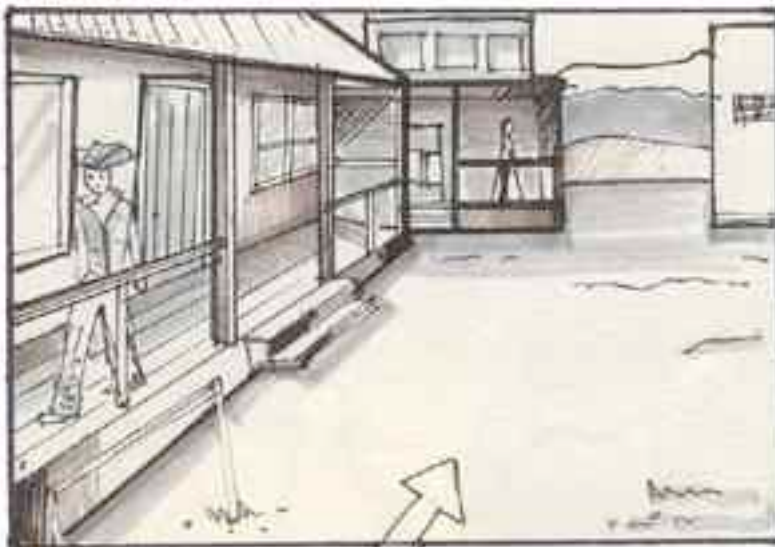
1-8



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

2

**EXT. SOURWATER - EARLY AFTERNOON**



The small village of Sourwater is quiet in the slow afternoon...

**JOHN SMITH JR (V.O.)**  
**The dead have forgotten Sourwater**

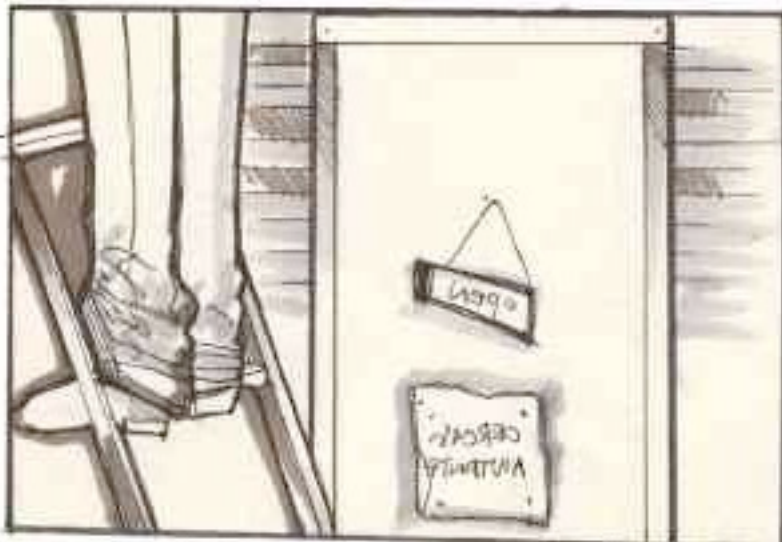
**The Game They Play (O.Olgiati, storyboard by G. Tomasello)**

3-1 **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"...

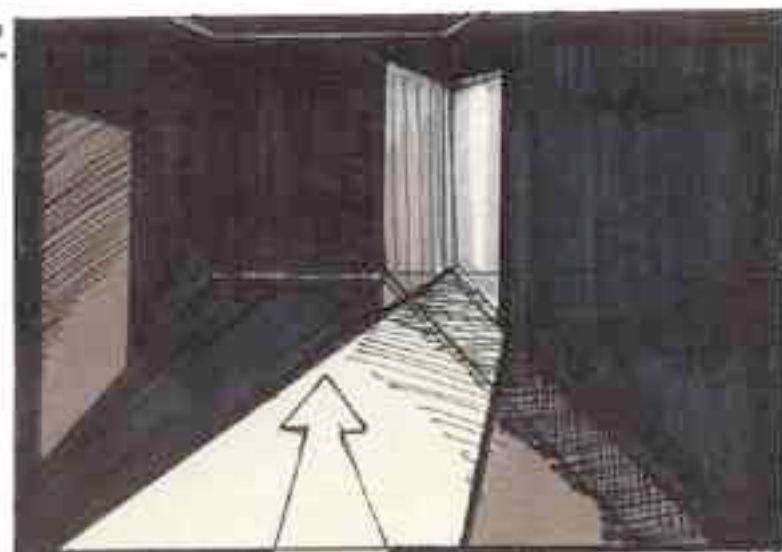
3-2



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.**

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



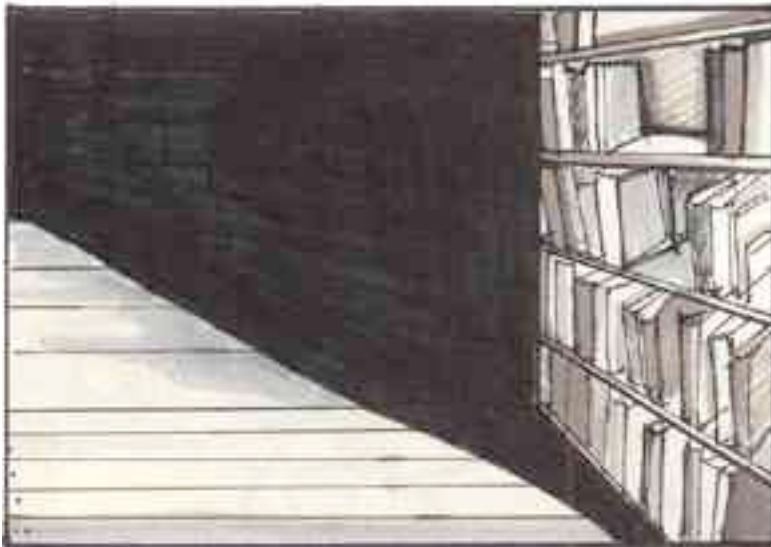
We can't quite make out what is in the big room that seems to run alongside the corridor as the sunlight fails to reach there. The only open door that seems to be letting some light through is that at the end of the corridor..

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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

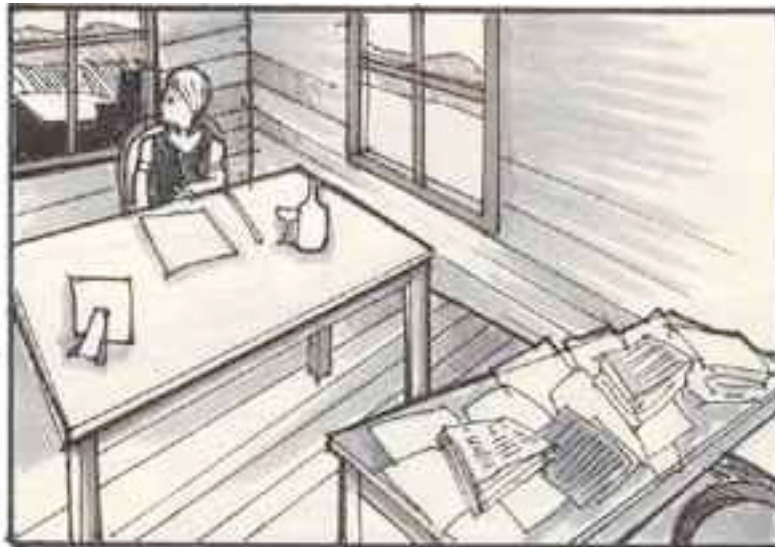
5-1 **INT. JOHN SMITH JR'S OFFICE, MAIN OFFICE - EARLY AFTERNOON**

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...



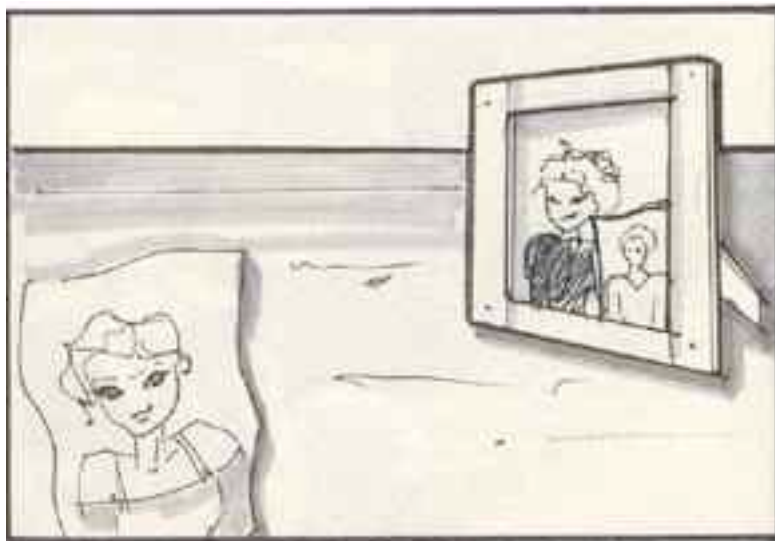
5-2

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...



5-3

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...



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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

5-4



John picks the bottle up and pours some out into a glass...

5-5



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.)**  
*Eva Jill would have entered quickly by that door. Mc Bain would probably have arrived soon after. And probably died short after...*

5-6



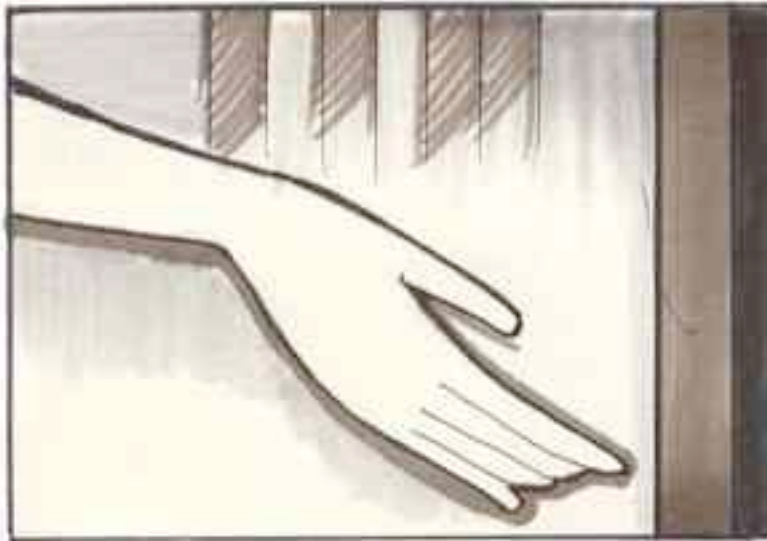
John lowers his glass and resumes to look out onto the village.

**JOHN SMITH JR (V.O.)**  
*... and in small amount of time I would have found Susan and lost my best friend.*

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

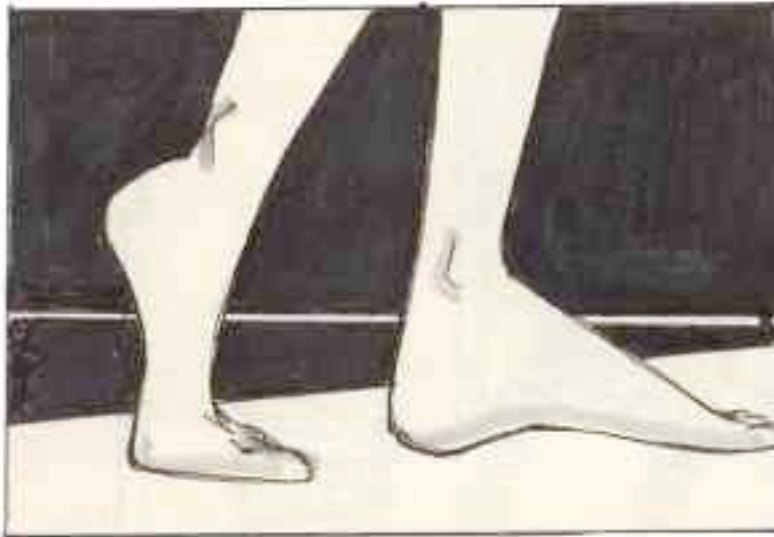
6-1 INT. JOHN SMITH JR'S OFFICE - EARLY AFTERNOON

The HAND OF A GIRL approaches the entrance door, which in turn opens by itself.



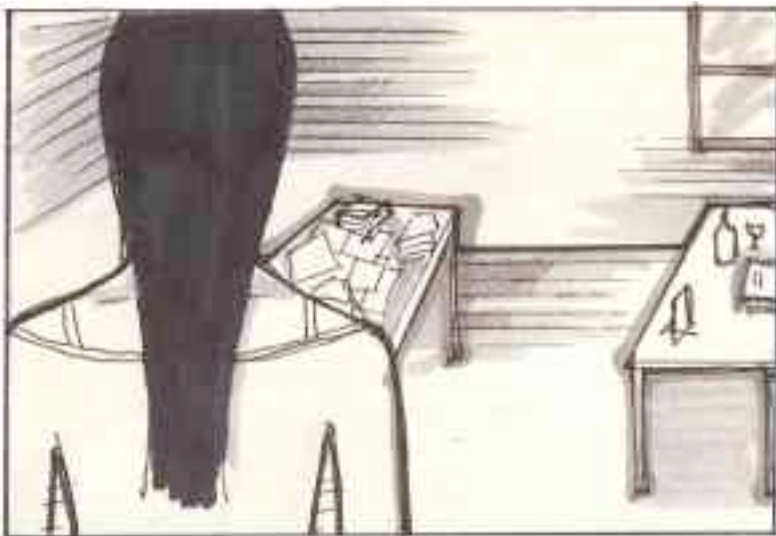
6-2

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.



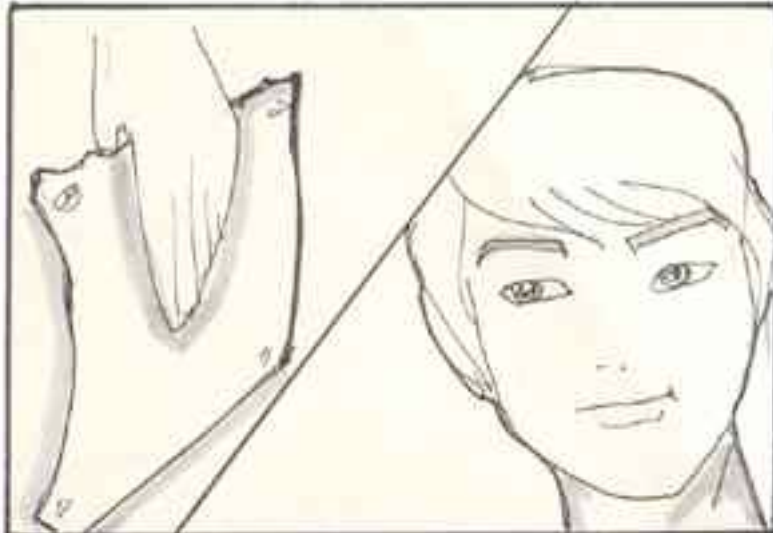
6-3

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.



**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

6-4

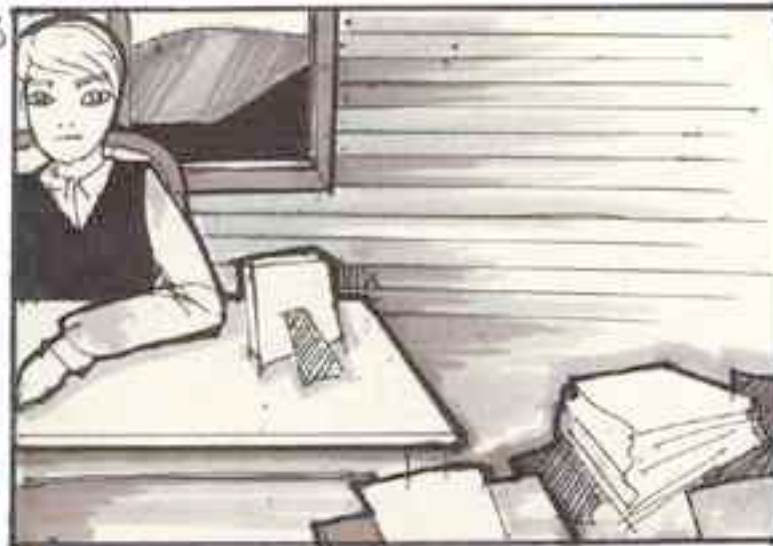


John looks at the girl and glimpses at the sign she has in her hands.

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

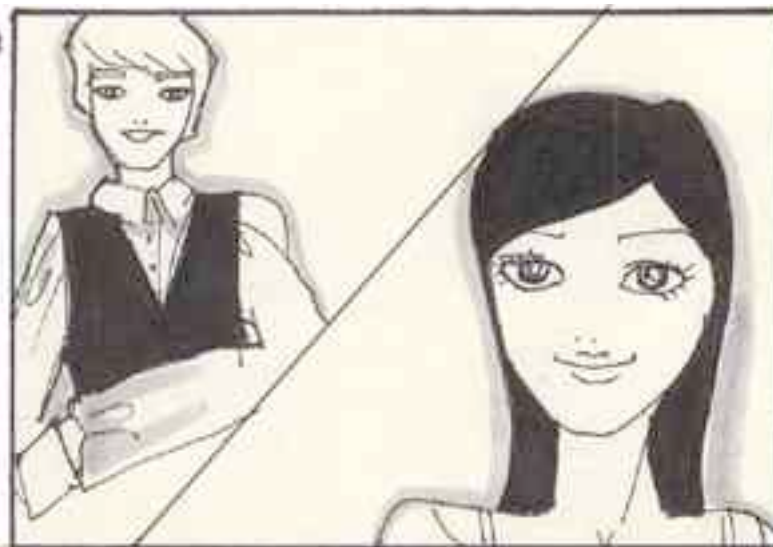
**EVA JILL**  
*No.*

6-5



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

6-6



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

**EVA JILL**  
*It's my job.*



**The Game They Play (O.Olgiati, storyboard by G. Tomasello)**

7-1 **EXT. PATH - AFTERNOON**



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

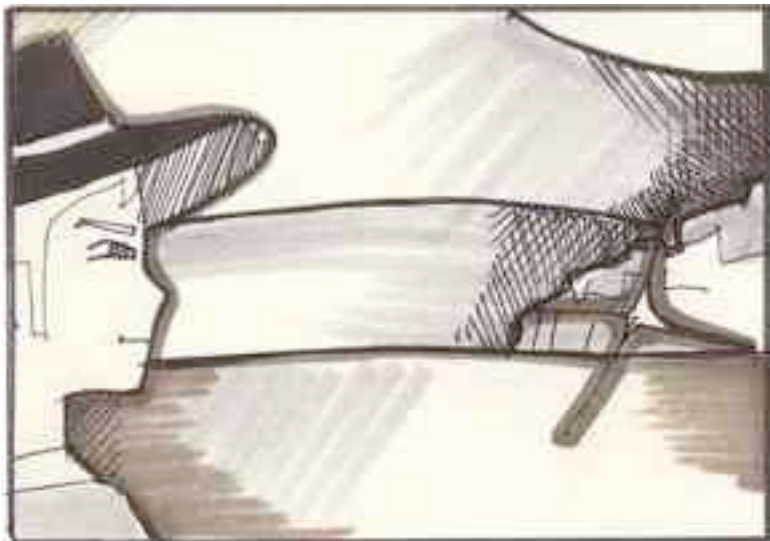
7-2



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.

...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...

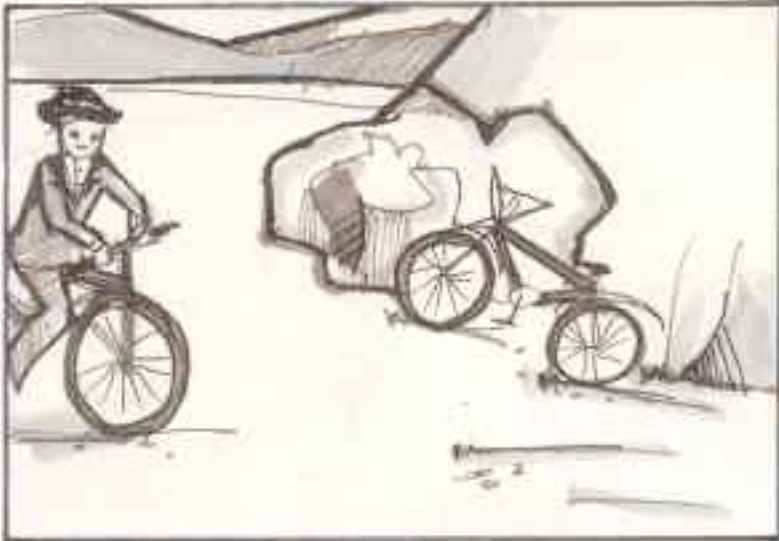
7-3



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...

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

7-4



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...

7-5



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

**JEFF HARRIMAN**  
*Vultures, Mr McBain.*

7-6



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

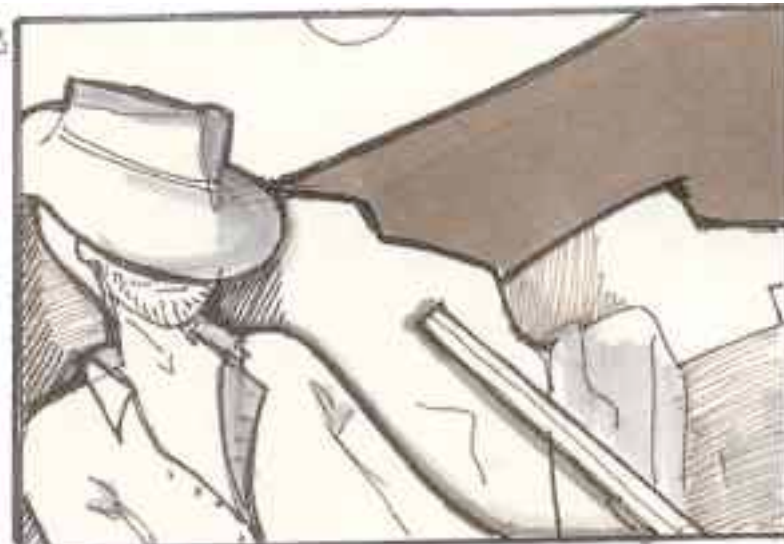
**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

7-7



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.

7-8



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

**ROLAND**

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

8-1 **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...*

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

8-2



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...

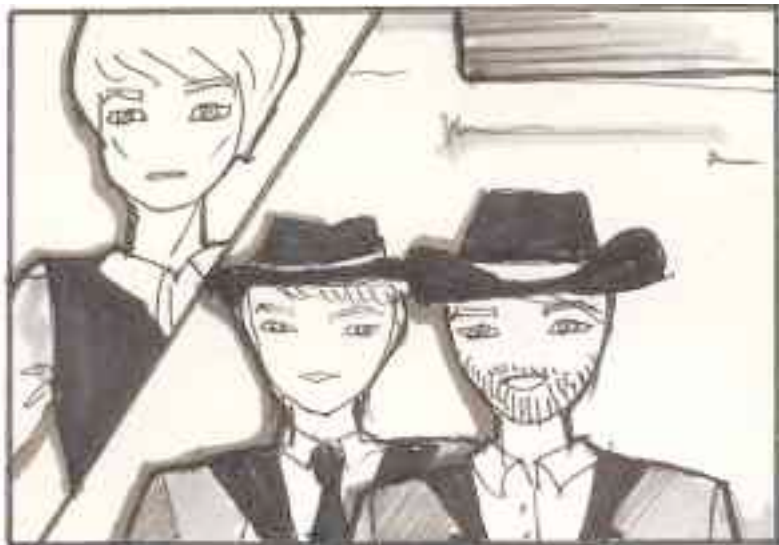
8-3



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

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

8-4



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

**JEFF HARRIMAN**  
**Don't close. Time to do business.**

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

8-5



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

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

9-1 **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...

9-2



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

**JOHN SMITH JR**  
*... and all the girls' details are here.*

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

9-3



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...

9-4



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.

9-5



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...

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

9-6

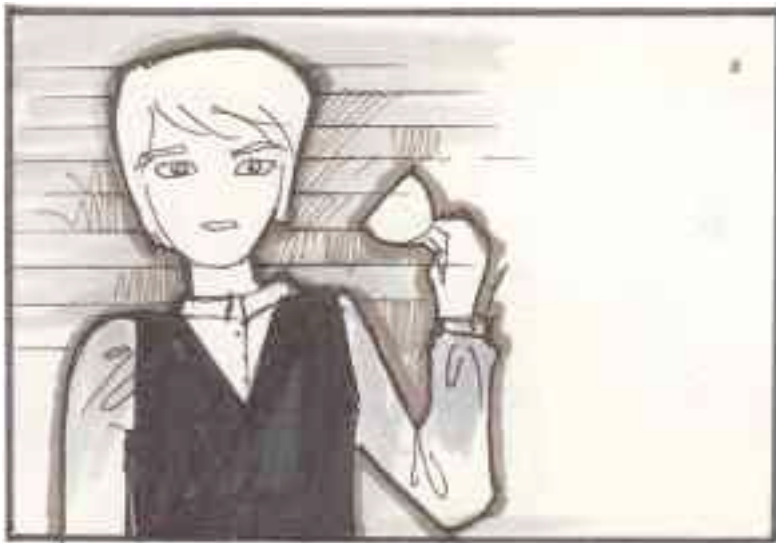


McBain grabs the photo of the two elderly people from the desk, and looks at them carefully...

**MCBAIN**

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

9-7



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 at him. He was killed.*

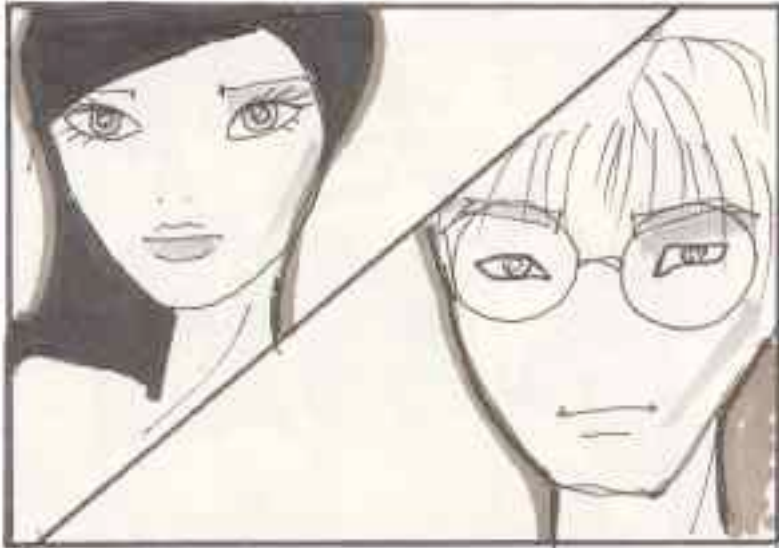
10-1 **EXT. JOHN SMITH JR'S OFFICE - LATE AFTERNOON**



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...

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

10-2



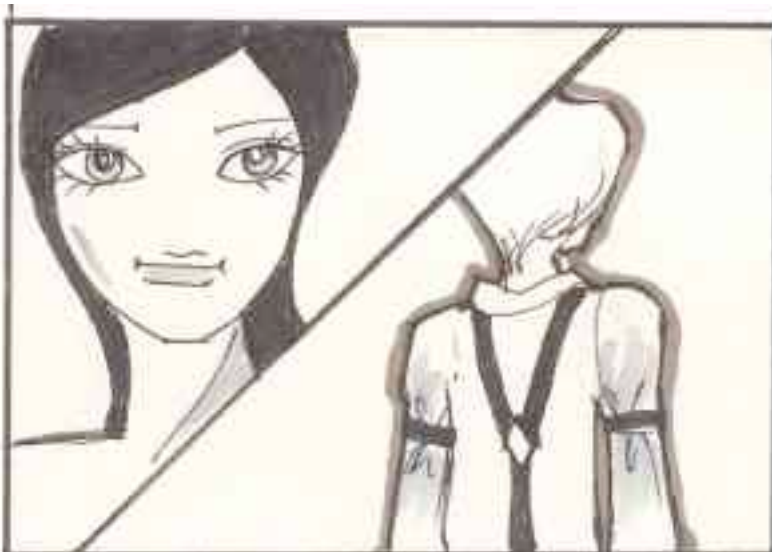
Counter stops and watches EVA JILL. He seems surprised but when he realises that the girl is staring at him, his look becomes suspicious.

10-3



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

10-4



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.



**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

10-5



Harriman and McBain exit the office...

10-6



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

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

11-1 **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 Game They Play** (O.Olgiati, storyboard by G. Tomasello)

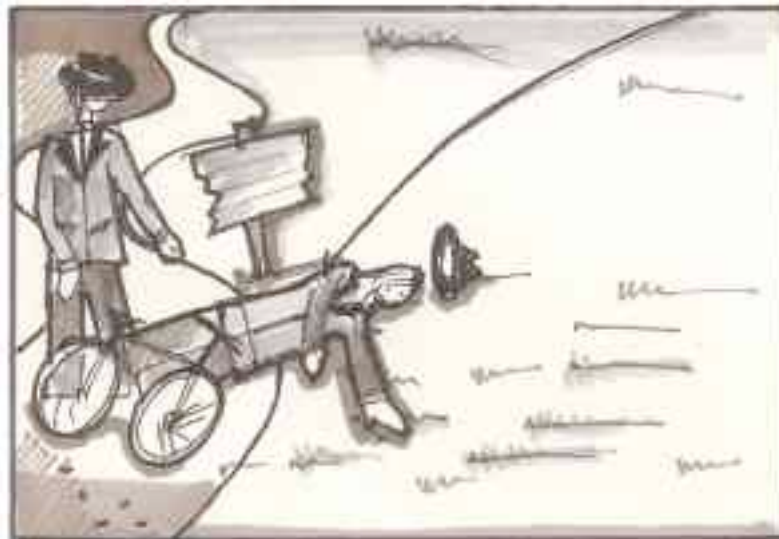
11-2



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...

11-3

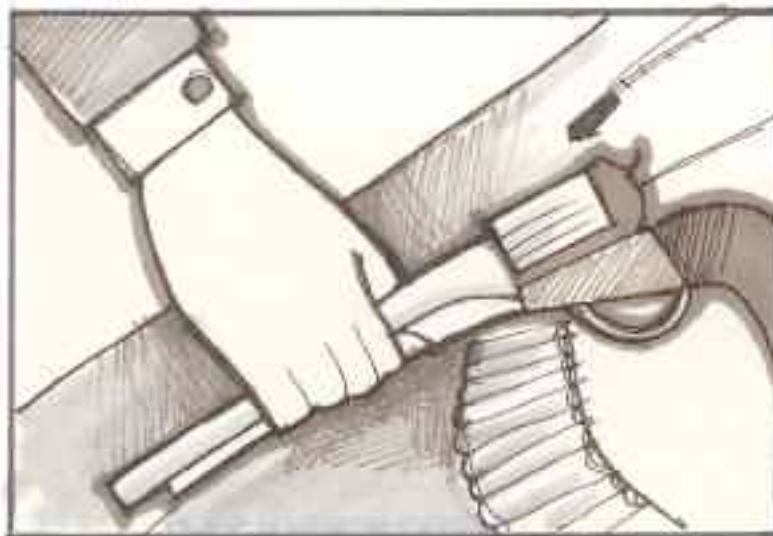


Close to the sign, A GUN SHOT shatters the silence.

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

**HARRIMAN**  
(grabbing his gun and looking around)  
..what...

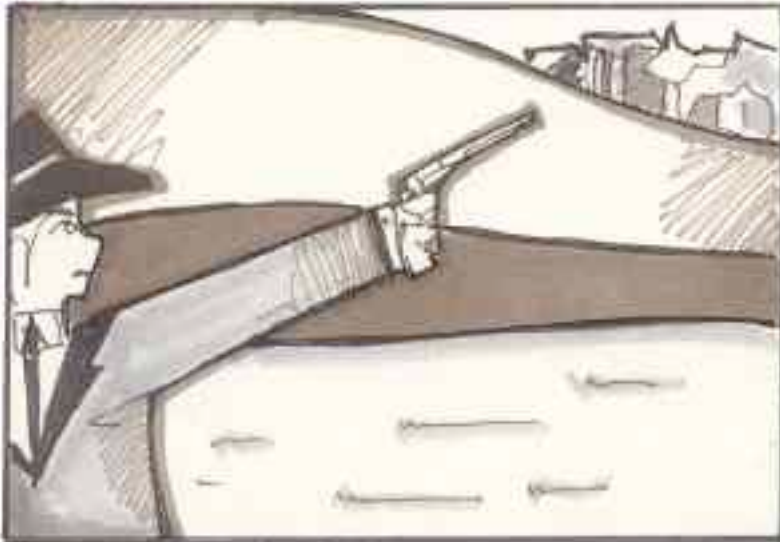
11-4



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...

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

11-5



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

11-6



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...

11-7



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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

11-8



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

**ROLAND**  
*Not here. I have to move them.*

11-9



Roland quickly descends the hill and approaches the injured bodies of McBain and Harriman. He grabs McBain and drags his weight to the other side of the border.

11-10



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?*

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

12-1 **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.

12-2



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!**

12-3



Roland gets up, leans his gun up on the side and chases Susan.

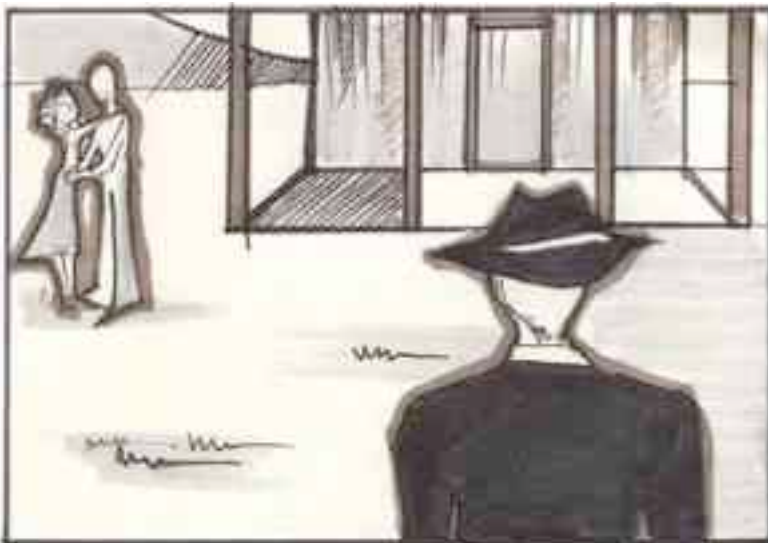
**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

12-4



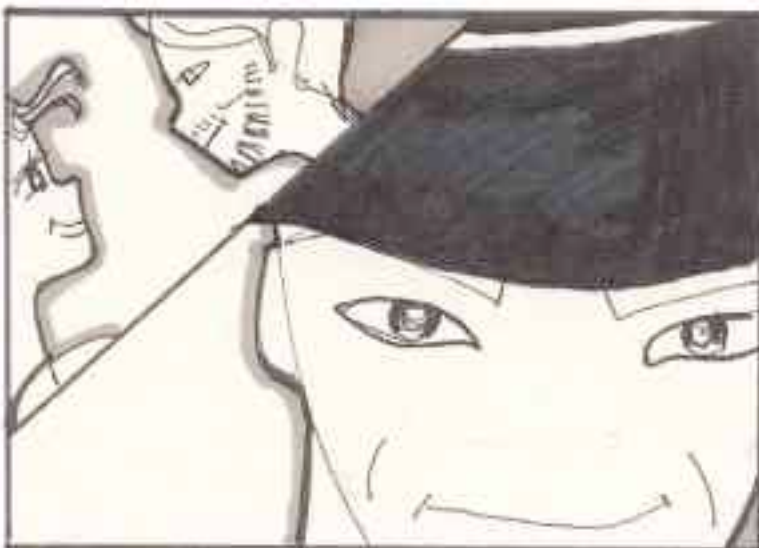
He catches her quickly, he hugs and kisses her. They both laugh.

12-5



Someone stops outside the house.

12-6



They watch the couple laughing, in particular Susan, and smiles to himself.

The person is ADAM MORTIMER.

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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

12-7



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

**ROLAND**  
*Go inside.*

12-8



Meanwhile, Adam Mortimer is almost by the porch...

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

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

12-9



Susan moves away and goes back into the house.

Adam Mortimer watches her with interest, until Roland approaches him.

**ADAM MORTIMER**  
*Gunslinger. I have a small and fast work for you.*

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

12-10



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

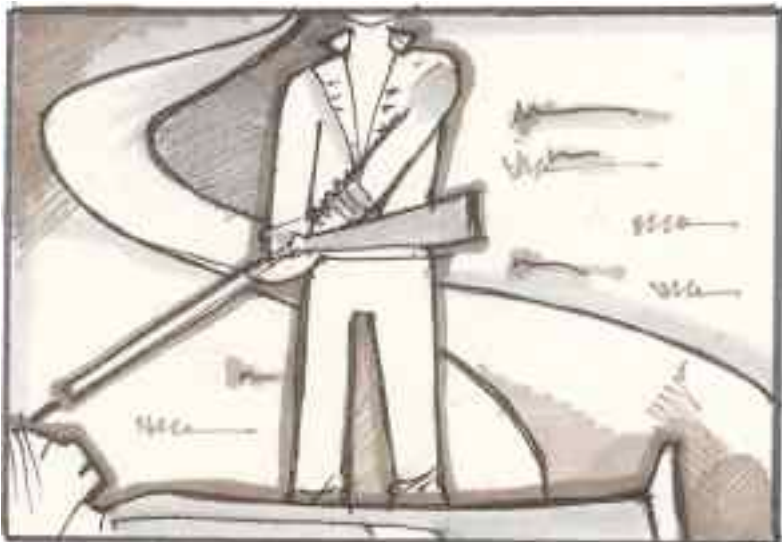
13-1 **EXT. PATH - AFTERNOON**



A groan comes from McBain. Roland aims his gun and fires a deadly shot.

**HARRIMAN**  
*... why?*

13-2



Roland reloads his gun.

Roland fires and kills Harriman.

**ROLAND**  
*I seek Death.*



**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

14-1 **INT. JOHN SMITH JR'S OFFICE, MAIN OFFICE - LATE AFTERNOON**

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



14-2

From outside Eva Jill watches John Smith Jr, who doesn't seem to notice.



15-1 **EXT. PATH - EVENING (FLASHBACK)**

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



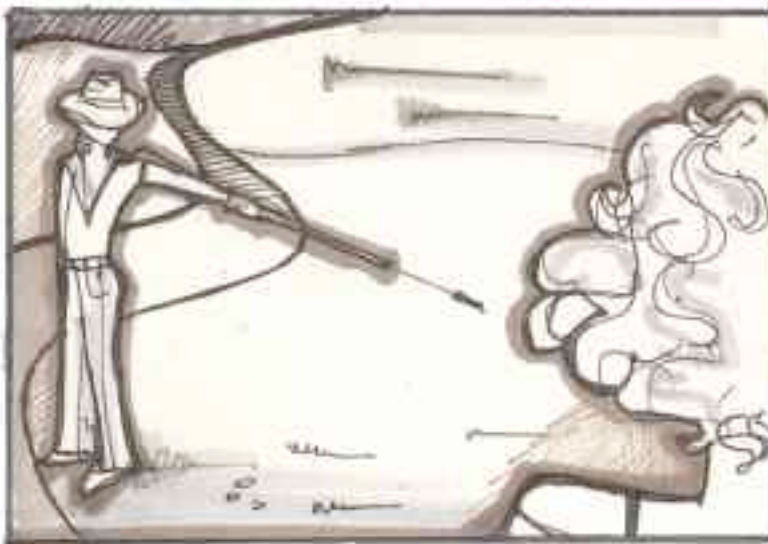
**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

15-2



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...

15-3



The shout attracts Roland, who fires in that direction...

**SUSAN**  
*(shouting)*  
**No!**

15-4



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

**ROLAND**  
*(shouting)*  
**Susan? SUSAN!**

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

15-5



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...

15-6



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

15-7



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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

15-8



Adam Mortimer...

15-9



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

15-10



**ROLAND**  
(looking at Mortimer)  
Save her.

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

15-11



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

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

15-12



**ADAM MORTIMER**  
*To change the rules you need to change the game.*

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

15-13



No-one replies. Roland looks about him. The gunslinger's only companion is the body of a man who has just been killed..

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

16-1 **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...

16-2



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...

**ROLAND**  
**A Counter.**

16-3



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

**ROLAND**  
**I hope that's enough. I'm tired.**

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

17-1



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

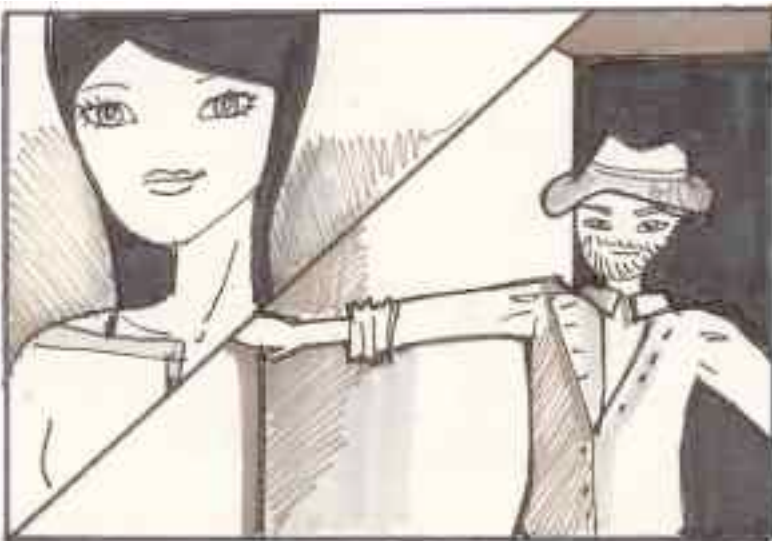
17-2



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.**

17-3



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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

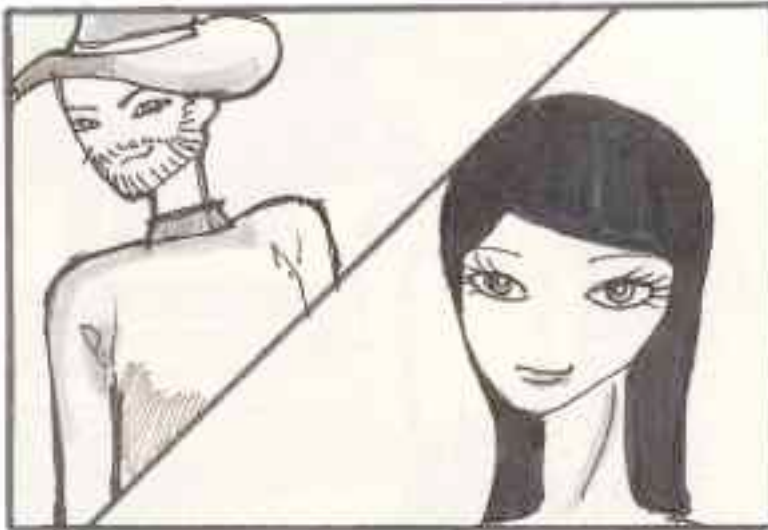
17-4



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

**JOHN SMITH JR**  
**Good morning, Roland.**

17-5



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

**ROLAND (CONT'D)**  
**You!**

17-6

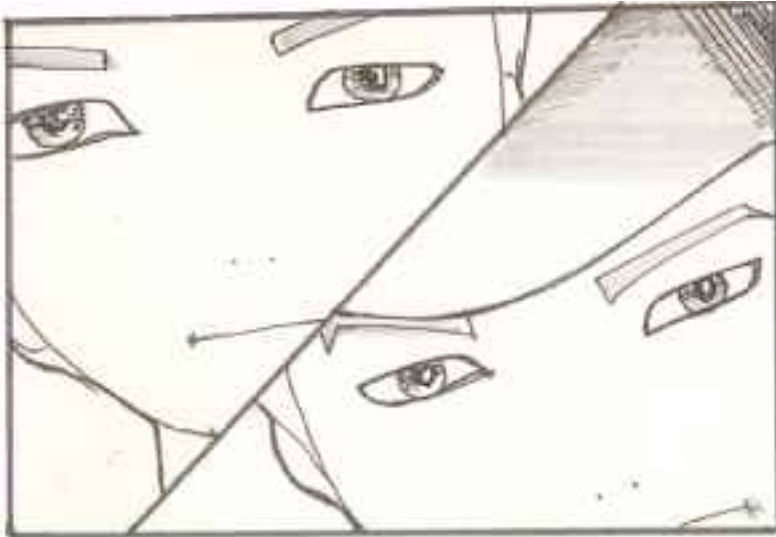


Roland looks down at the desk and picks up a newspaper clipping with a photograph of Susan...



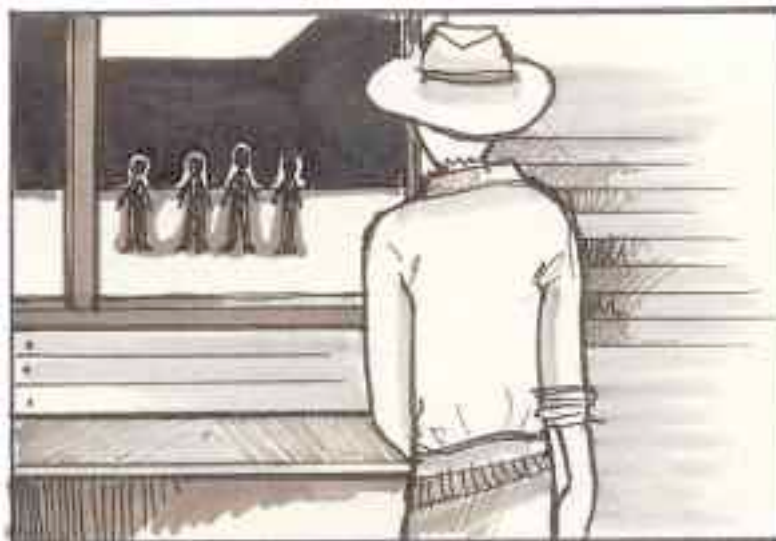
**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

17-7



Roland and John's gaze cross but neither say anything...

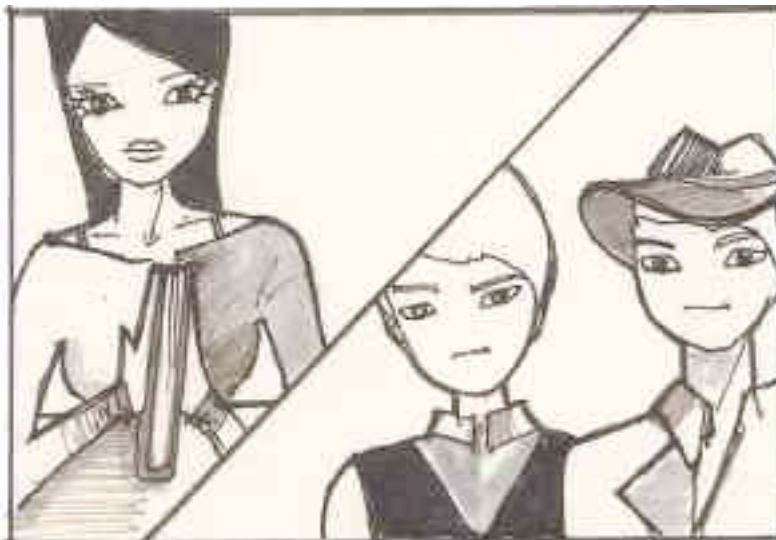
17-8



Outside the window Roland watches the movements of a shadow...

**ROLAND**  
*You have visitors.*

17-9



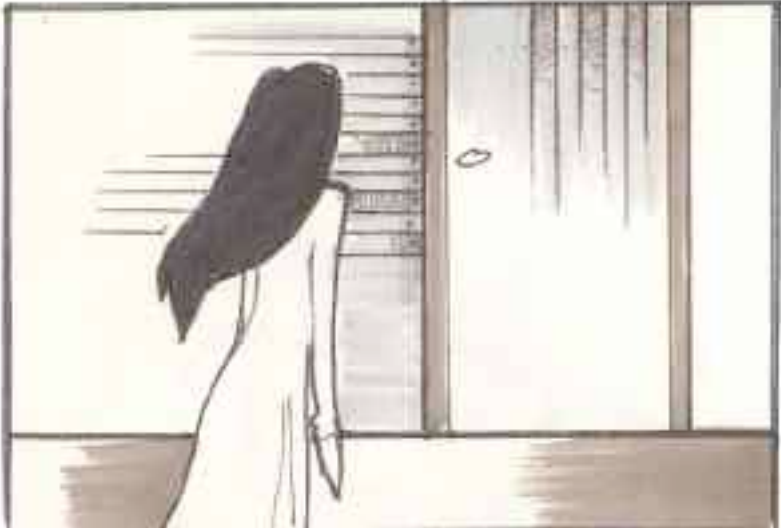
With a bang, Eva Jill closes one of the big account books.

Roland and John Smith look in surprise at Eva Jill...

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

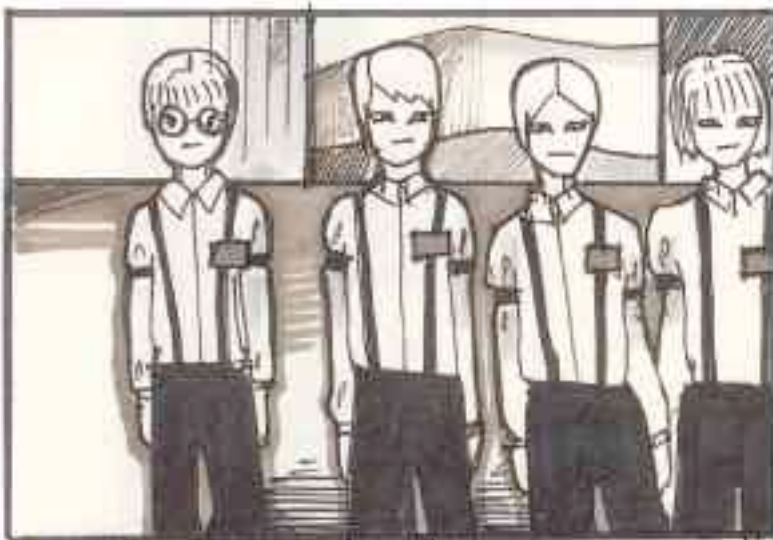
**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

17-10



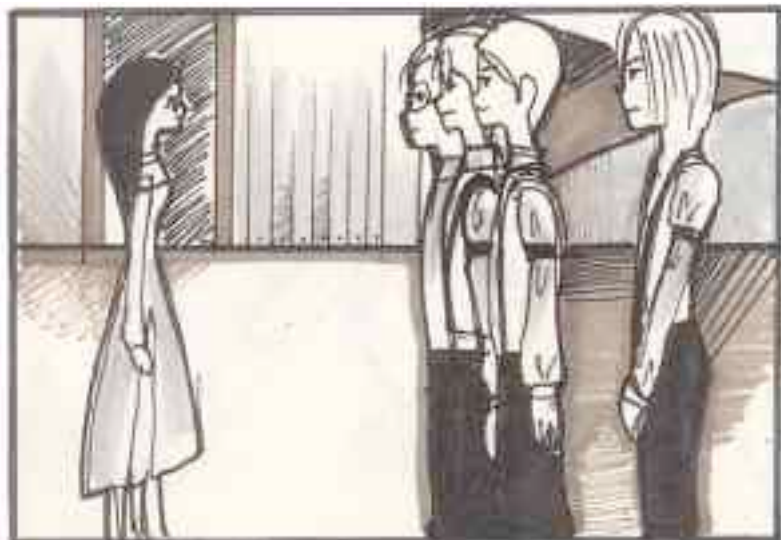
Eva Jill gets up and after having looked out of the window, moves way towards the door...

18-1 **EXT. JOHN SMITH JR'S OFFICE - MORNING**



Around the entrance to John Smith Jr's office four Counters have gathered...

18-2



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

**JOHN SMITH JR**  
**Who.. What are they?**  
**ROLAND**  
**Counters.**

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

18-3



Eva Jill goes up to them...

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

18-4



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...

18-5

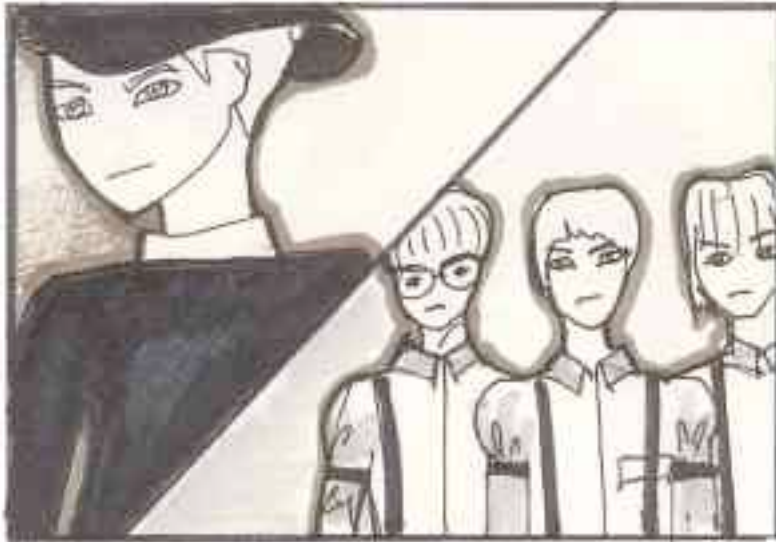


Roland sees Susan. Even John Smith notices her presence...

**ROLAND**  
*Susan!*

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

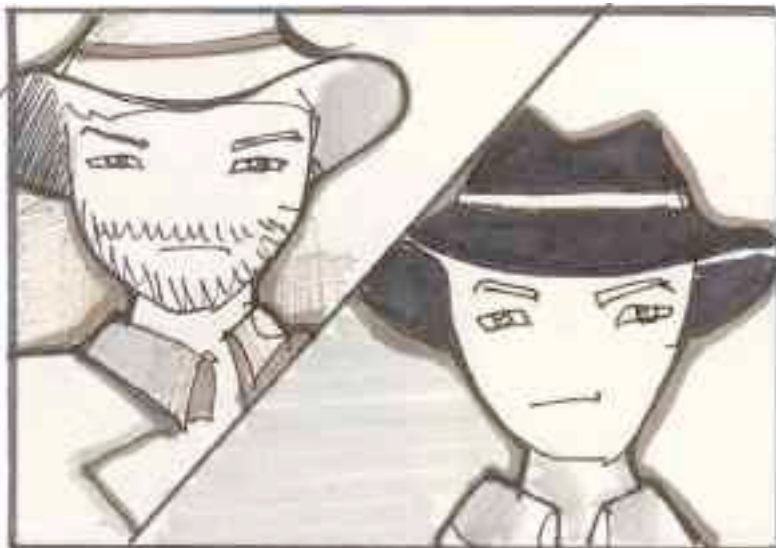
18-6



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.*

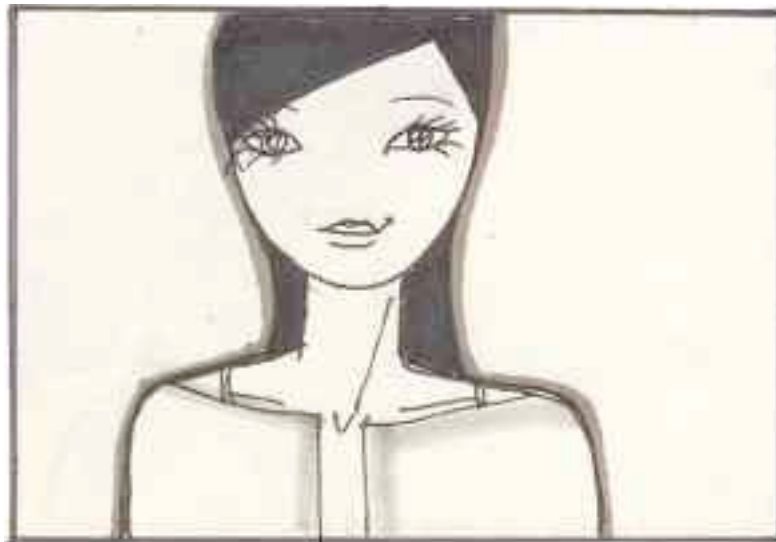
18-7



Roland looks at Adam Mortimer...

**ADAM MORTIMER**  
*I didn't think you would have come to this.*  
*(pauses)*  
*You're fired.*

18-8

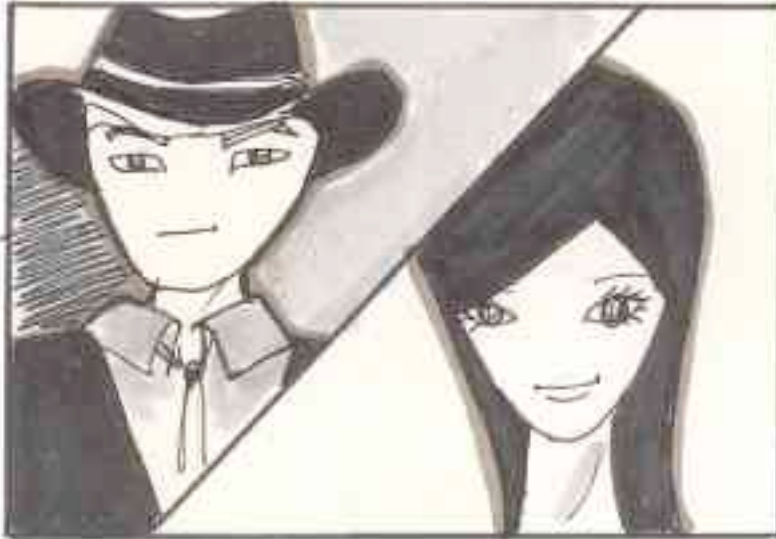


With these words Roland seems physically battered...

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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

18-9



Adam Mortimer looks at Eva...

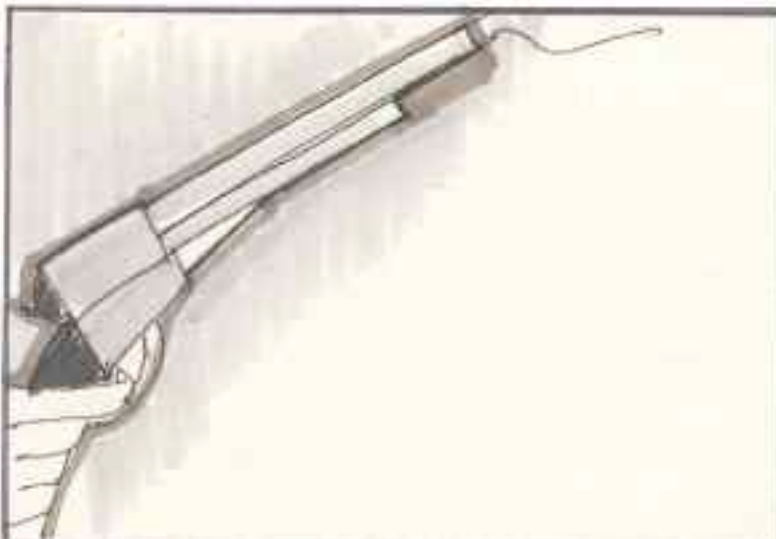
**EVA JILL**  
***You cheated. Her death doesn't belong to you. She's mine. And with her point, I win. Let her go.***

18-10



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...

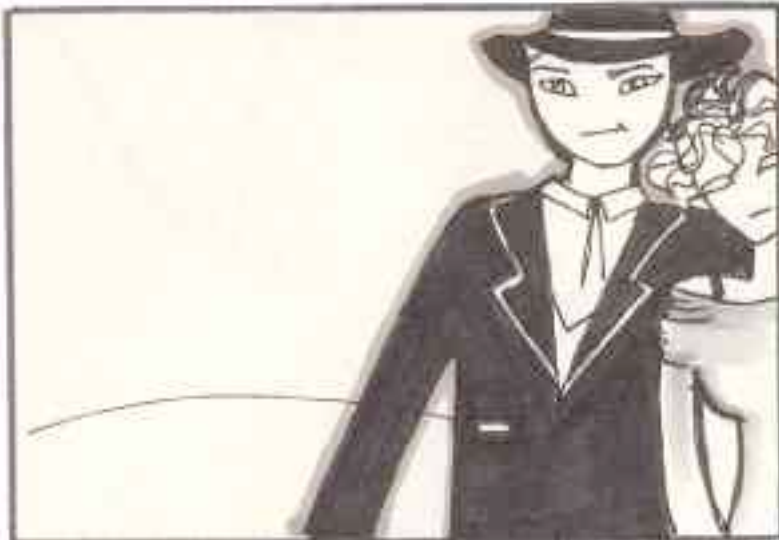
18-11



A GUN SHOT break the dialogue. John Smiths' gun is still smoking.

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

18-12



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

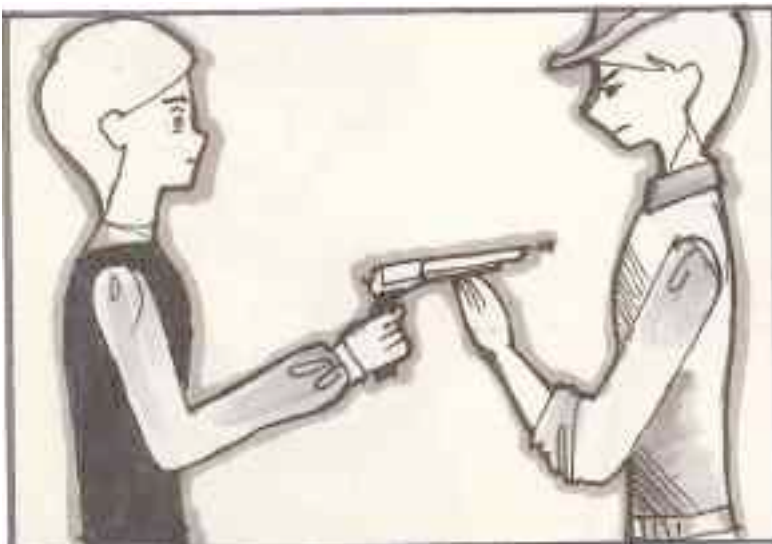
**ADAM MORTIMER**  
*(shaking his head)*  
**No, It doesn't work like that.**

18-13



John Smith shoots AGAIN, and AGAIN, and AGAIN...

18-14



until Roland stops him, stepping in front of the guy..

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

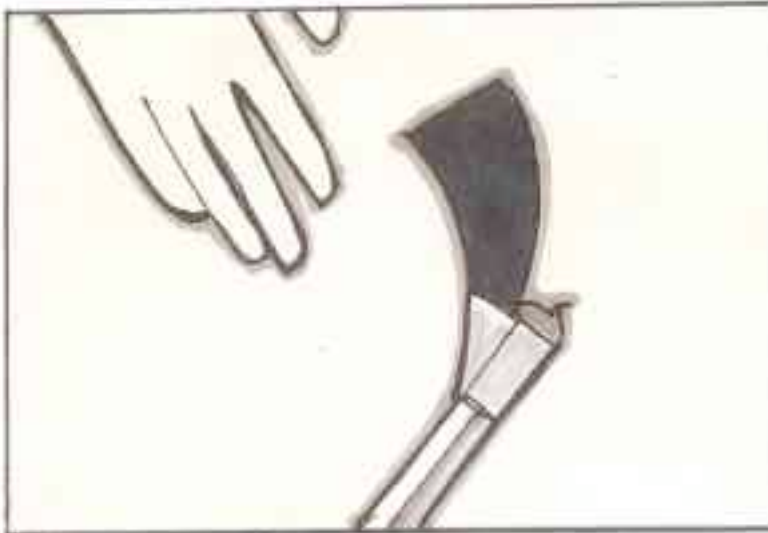
18-15



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

**ROLAND**  
*Enough!*

18-16



John Smith drops the gun...

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

18-17



The Counter of Sourwater does the same, scribbling something of his blocknotes...

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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

18-18



Mortimer begins to understand..

18-19



and moving away from Susan and Counter looks in alarm at Roland..

18-20



Susan collapses to the ground, and John, recovered from shock, moves to help her..

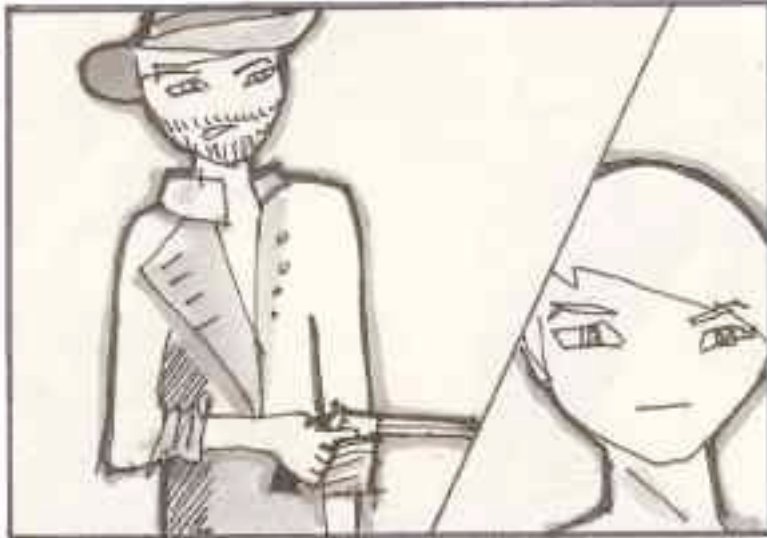
**EVA JILL**  
**Today I win.**

18-21

Roland strokes the gun at his hip and smiles in pain. Mortimer moves away from Susan, now



**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)



supported by John Smith.  
Roland looks at John Smith...

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

18-22



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

**ADAM MORTIMER**  
*Gunslinger, you're  
dying.*

18-23

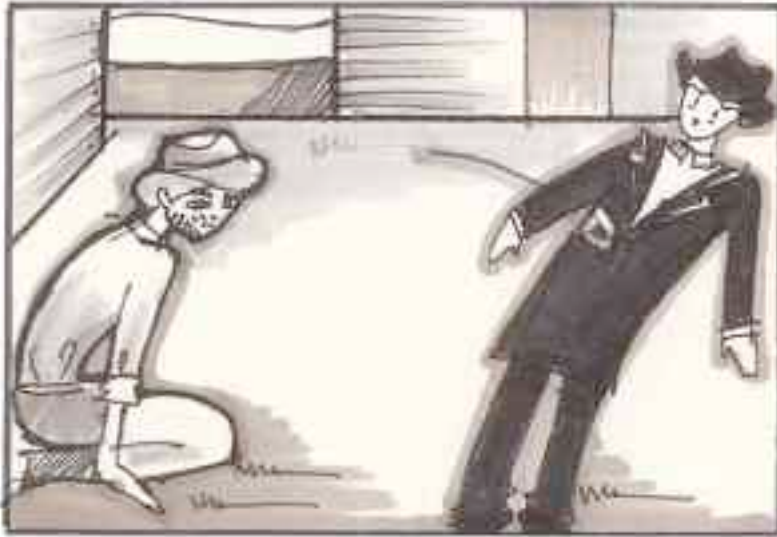


Roland grasps his gun...

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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

18-24



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

18-25

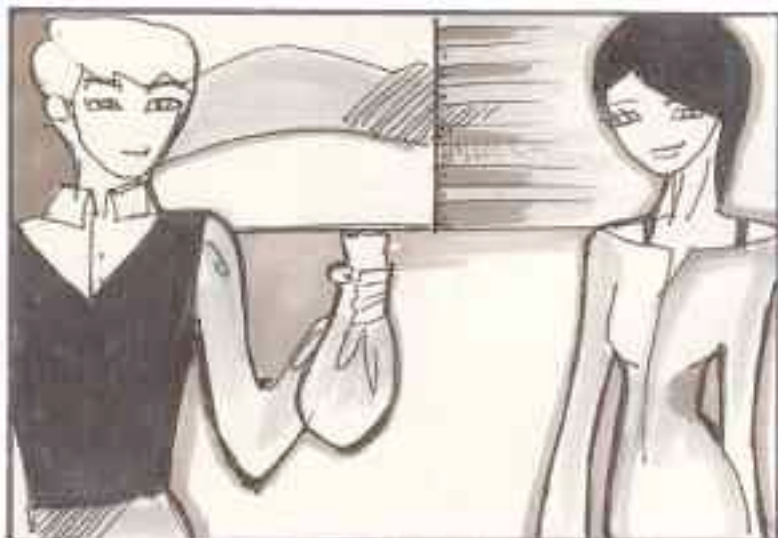


Roland watches Mortimer fall. He closes his eyes and collapses on his side...

A blood stain spreads across Rolands' ribs...

**EVA JILL**  
**Everything falls back into its' place.**

18-26



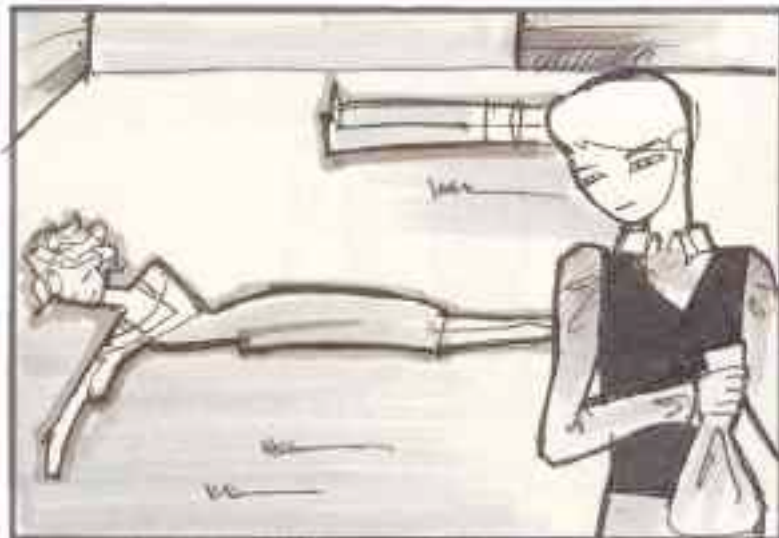
Eva Jill goes towards John Smith with a bag, and puts it in the young mans hands...

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

18-27

John Smith seizes the bag, looks around him and apart from the bodies of Roland and that of Susan,

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)



who is waking up,  
there is no-one...

19-1 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...



19-2

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.)**  
**Matters started to get better and people died as often as they should.**

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

19-3



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

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

19-4



In the distance a shout to the 'thief' attracts the attention of the few people about. One SHOT, and someone falls to the ground...

19-5

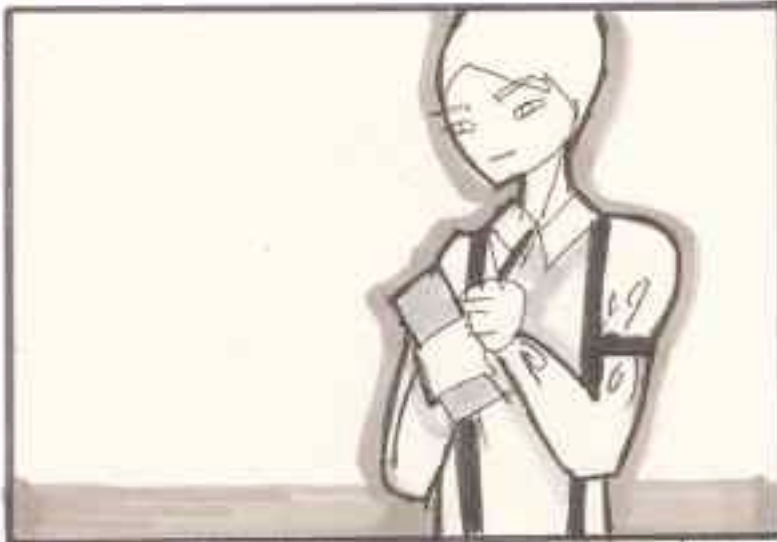


Susan walks along the short corridor. We notice she's barefoot...

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

**The Game They Play** (O.Olgiati, storyboard by G. Tomasello)

19-6



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

**JOHN SMITH JR**  
**(V.O.)**  
***Perfectly in place.***

19-7



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