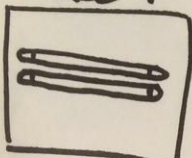






THE END


Take 1

 Completely white screen - lights to show lights - we hear a strong buzzing


Take 2

 Tapping of fingers on table loudly
 - Making ring apparent (Additional sf of loop MONI-OR - normal pace)


Take 3

 Tapping of feet nervously


Take 4

 *sf = sound effect
 "So, how are you Helen?"

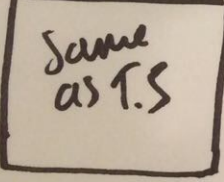
Take 5

 "Fine I suppose."

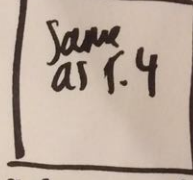
Take 6

 "I think you know..."
 "It's not good..."


Take 7

 "We've tried everything"

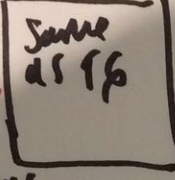
Take 8

 "There must be something..."


Take 9

 "Well we have tried one..."

Take 10

 Helen
 "But there must be..."

Take 11

 "I'm afraid not..."

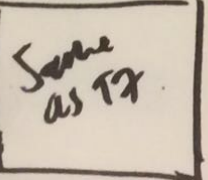
Take 12

 "It's not all bad news..."

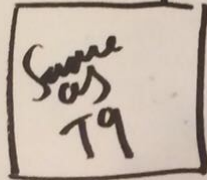
Take 13

 "Well, don't you get it..."


Take 14

 "Don't talk like that..."


Starts to become slow with bumps like underwater sound


THE END


Take 15

 Helen looks incredulous


Take 16

 "Look, I've spoken to a few people..."

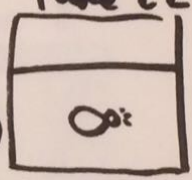
Take 17

 "Put?..."
 (Takes a table sharp - legs hands on table)

Take 18

 "Oh Helen..."
 (sf same as Take 4)
no light is in window etc

Take 19

 Helen stares at her blankly...

Take 20

 "At least stay for the food"

Take 21

 Helen takes off

Take 22

 Cafe music takes over...

we see it's a cafe

like take 20

Take 22 (music)

Hurry out of frame