

542 INT. TRUNK - DAY

Surprisingly, a small light bulb illuminates the interior of the trunk. A brightly coloured banner stuck to the trunk lid reads: THE GREAT GUSTAVE! Ripley is wedged in pretty tightly, his tied hands in his lap. Water is streaming in at every seam, and he's already seated in several inches of water.

A1. LOOK AT BANNER

RIPLEY (V.O.)
The Great Gustave, the
magician whose trunk was
stolen! My abduction was
planned before I first
arrived in Geneva!

A2. LOOK AT CLASP

RIPLEY (V.O.)
The clasp looks to be of
an unusual design.

B1. PUT LETTER OPENER ON ROPES

Ripley squirms around, forcing his hands to his pocket. Slowly, painfully, he begins to draw the letter opener from his pocket.

NOTE: This action triggers the water level to rise to one-quarter full.

Ripley manages to bring the blade into contact with the ropes on his hands. He saws at them.

NOTE: This action triggers the water level to rise to one-third full.

The ropes part. He frantically saws at the ropes around his ankles.

NOTE: His ankles are underwater. This action triggers the water level to half-full.

The ropes part. As he pulls his feet free, he drops the letter opener. He feels around beneath him.

RIPLEY (V.O.)
The letter opener! I've
dropped it!

After a few precious seconds of searching.

RIPLEY (V.O.)
No time to worry about it
now!

B2. **USE BULB**

RIPLEY (V.O.)
I'll never find a way out
without light!

B3. **USE (KICK) CLASP HARDWARE**

(a) **IF Ripley's hands and/or feet are still tied:**

RIPLEY (V.O.)
Opening the trunk at the
bottom of the lake with my
hands and feet bound would
only hasten my end!

(b) **IF Ripley's hands and feet are free, and the
trunk is NOT full of water:**

Ripley kicks at the clasp. There's a click, but
the trunk remains closed.

RIPLEY (V.O.)
What's holding it closed?!

**NOTE: This action triggers the water level to
three-quarters full.**

Ripley has to twist his neck to continue
breathing. He greedily sucks in the last
spoonfuls of air.

RIPLEY (V.O.)
There must be a fast way
out of here for the
magician! What am I
missing?!
(light bulb)
Ripley! Forget magic!
Think science! The
pressure has to equalize!
I'll have to wait until

the trunk is completely
full of water...

He takes a last breath and holds it.

**NOTE: This action triggers the water to slowly
fill the remainder of the trunk.**

When the trunk is FULL of water:

Ripley kicks at the clasp. Now that the pressure
has equalized, the trunk lid opens a little. He
kicks it again.

CUT TO 504 ("HEIST" VARIABLES SET):

B4. **PUT WRENCH ON CLASP**

(a) **IF Ripley's hands and/or feet are still tied:**

RIPLEY (V.O.)
Opening the trunk at the
bottom of the lake with my
hands and feet bound would
only hasten my end!

(b) **IF Ripley's hands and feet are free, and the
trunk is NOT full of water:**

Ripley squirms around, forcing his hands to his
pocket. Slowly, painfully, he begins to draw the
wrench from his pocket. At first he tries to use
the wrench as a tool to free the clasp. When that
doesn't work, he smacks the clasp with the wrench.
There's a click, but the trunk remains closed.
The wrench goes back into his inventory.

RIPLEY (V.O.)
What's holding it closed?!

B5. **PUT WRENCH ON ROPE**

RIPLEY (V.O.)
The wrench is too dull to
cut the rope!

B6. **PUT WRENCH ON BANNER**

RIPLEY (V.O.)
The trunk is too thick to
bash my way through!

B7. **PUT SHOEHORN ON CLASP**

(a) **IF Ripley's hands and/or feet are still tied:**

RIPLEY (V.O.)
Opening the trunk at the
bottom of the lake with my
hands and feet bound would
only hasten my end!

(b) **IF Ripley's hands and feet are free:**

Ripley squirms around, forcing his hands to his pocket. Slowly, painfully, he begins to draw the shoehorn from his pocket. He pries at the clasp, but to no avail.

RIPLEY (V.O.)
There's no edges or slots
to get the shoehorn
underneath.

The shoehorn goes back into his inventory.

B8. **PUT** SHOEHORN ON ROPE OR BANNER

RIPLEY (V.O.)
Ripley, the shoehorn is
far too dull to cut
through anything!

B9. **PUT** PICK HEAD, METAL POST, PICK HEAD/POST,
SHOVEL, OR PICK HEAD SHOVEL ON ANYTHING

RIPLEY (V.O.)
There isn't room enough in
this trunk!

C1. **CHAOS** (SHUFFLE)

The following thoughts occur at random intervals until the trunk is three-quarters full of water:

RIPLEY (V.O.)
[The man was an escape
artist!] [There must be a
way to open the trunk from
the inside!] [Think,
Ripley!] [There has to be
an answer!] [The Great
Gustave must have tinkered
with the trunk somehow!]

NAVIGATION

Up to the jet d'eau (504), once Ripley has freed himself, and unlocked the trunk.

BACKGROUND ART

OBJECTS

Letter Opener
Wrench
Shoehorn

ANIMATION

SOUND/MUSIC

PRODUCTION NOTES