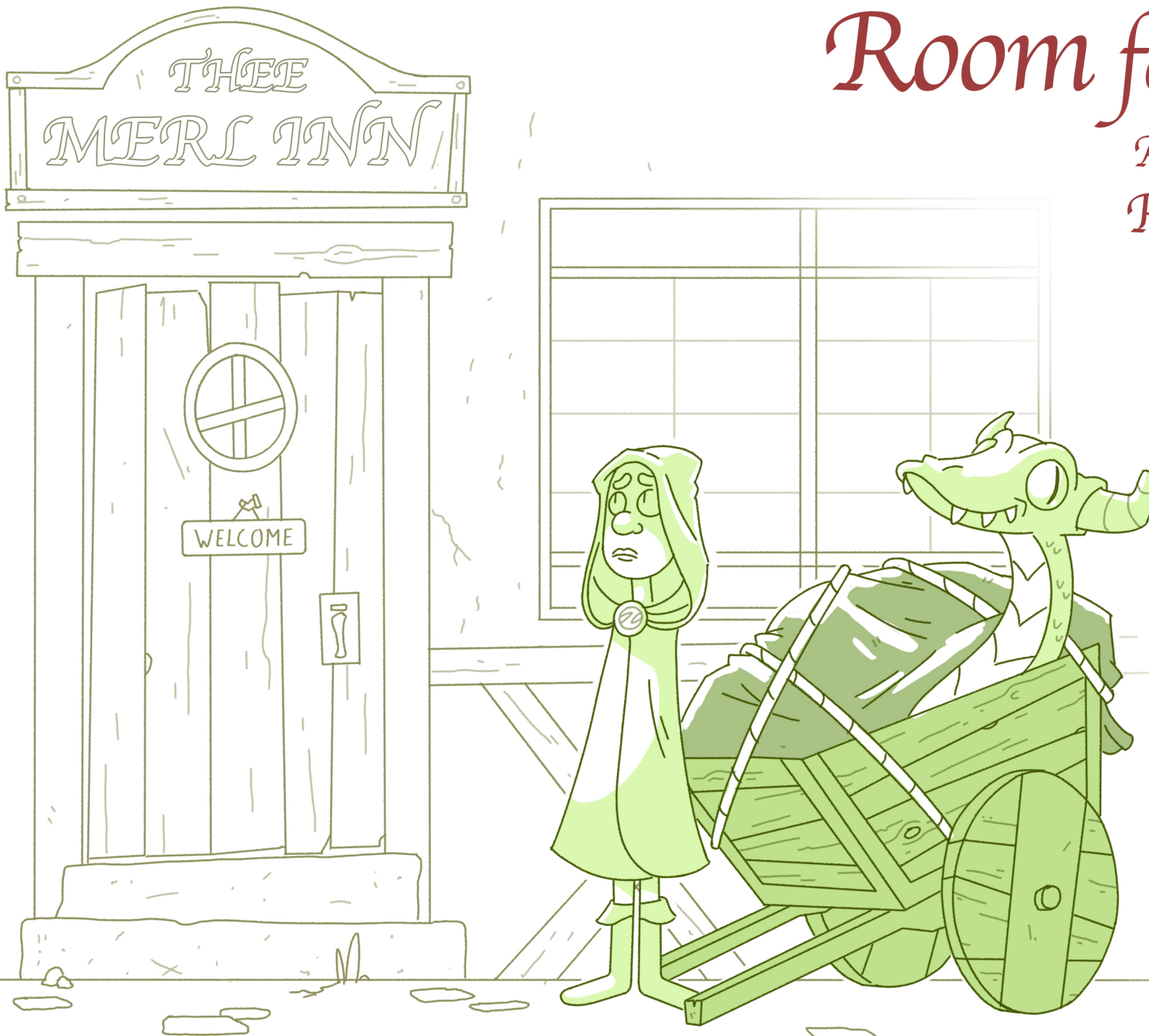


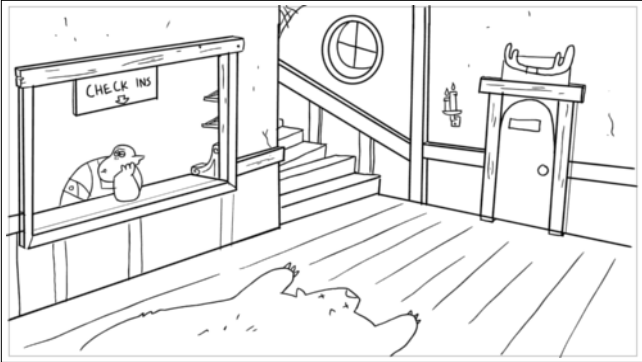
Room for One

A Storyboard by
Ross Bradley

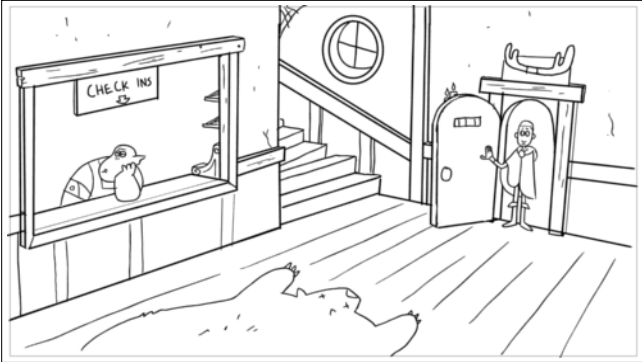




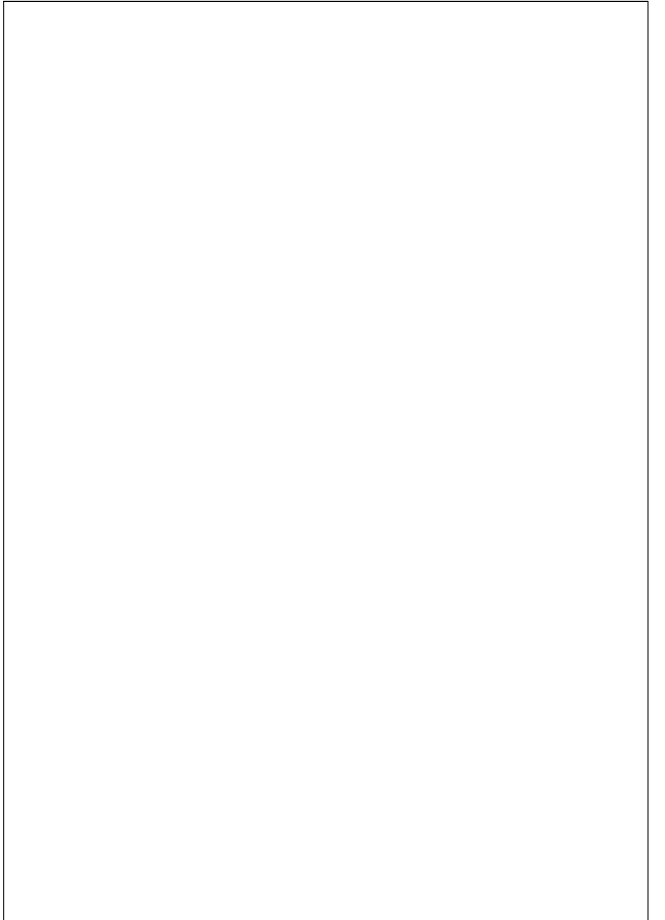
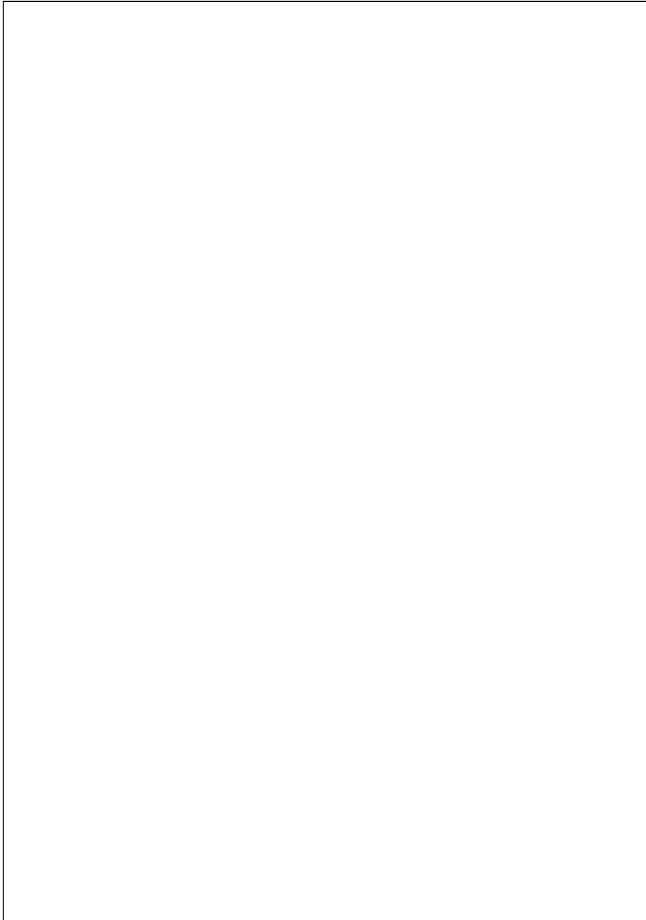
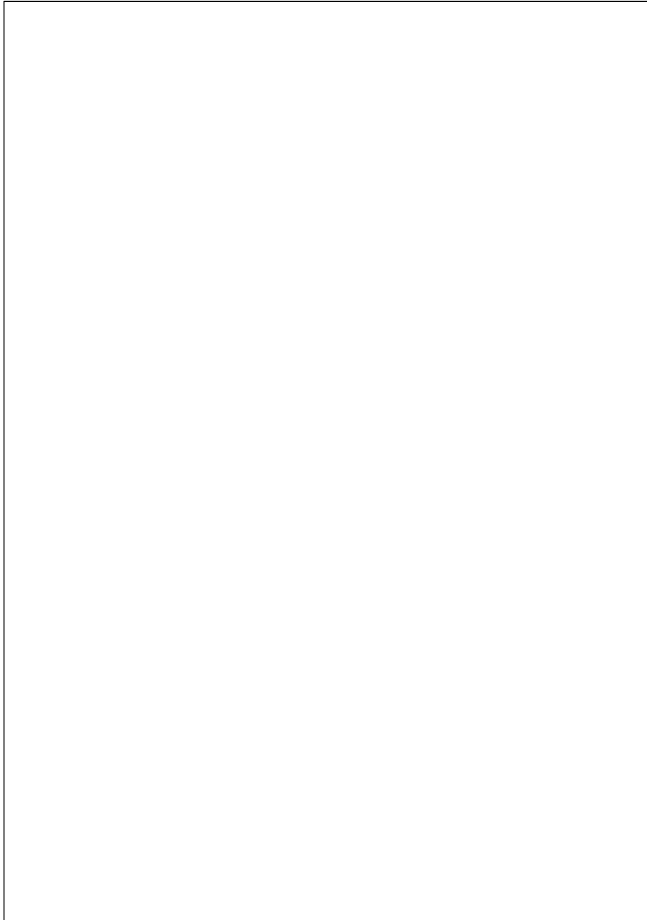
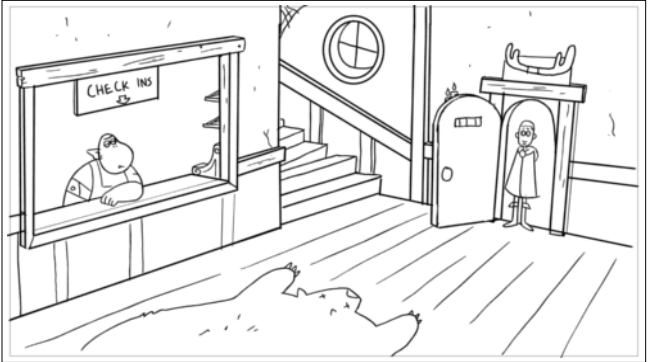
Scene 1 Panel 1



Scene 1 Panel 2



Scene 1 Panel 3





Scene	Panel
2	1



Action Notes
foot steps OS

Scene	Panel
2	2

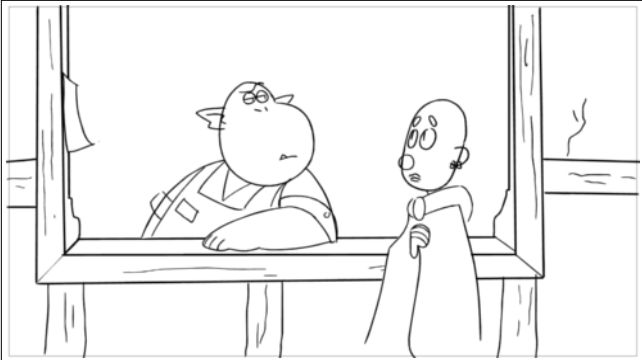


Action Notes
BEN enters frame right

Scene	Panel
2	3



Scene	Panel
2	4



Scene	Panel
2	5



Scene	Panel
2	6

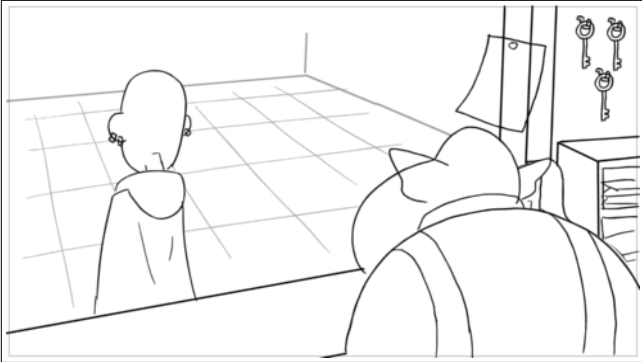


Dialog

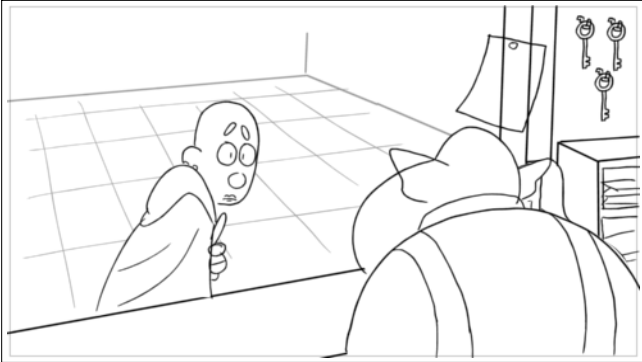
ROOM CLERK: "yes sir?"



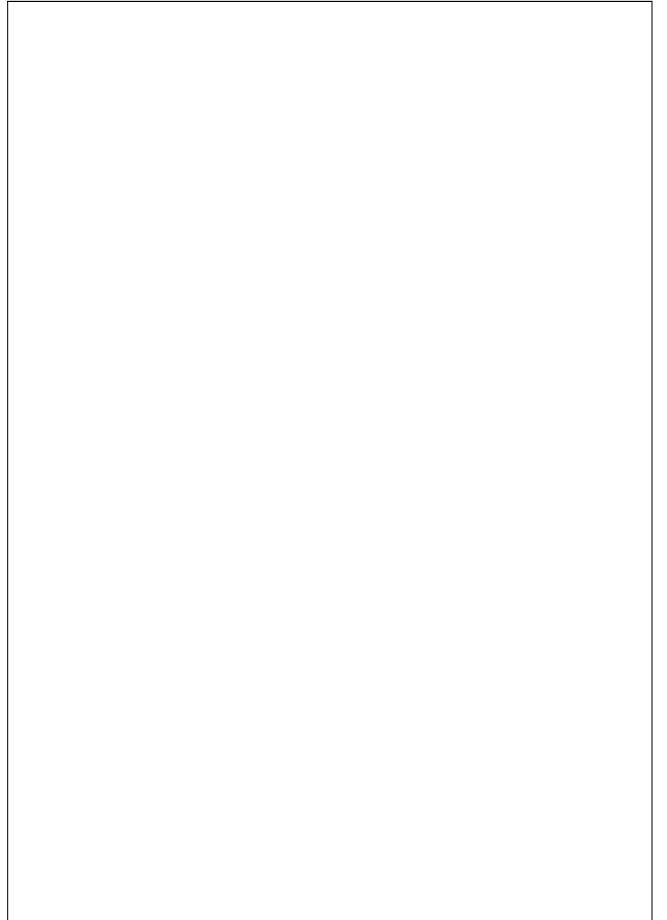
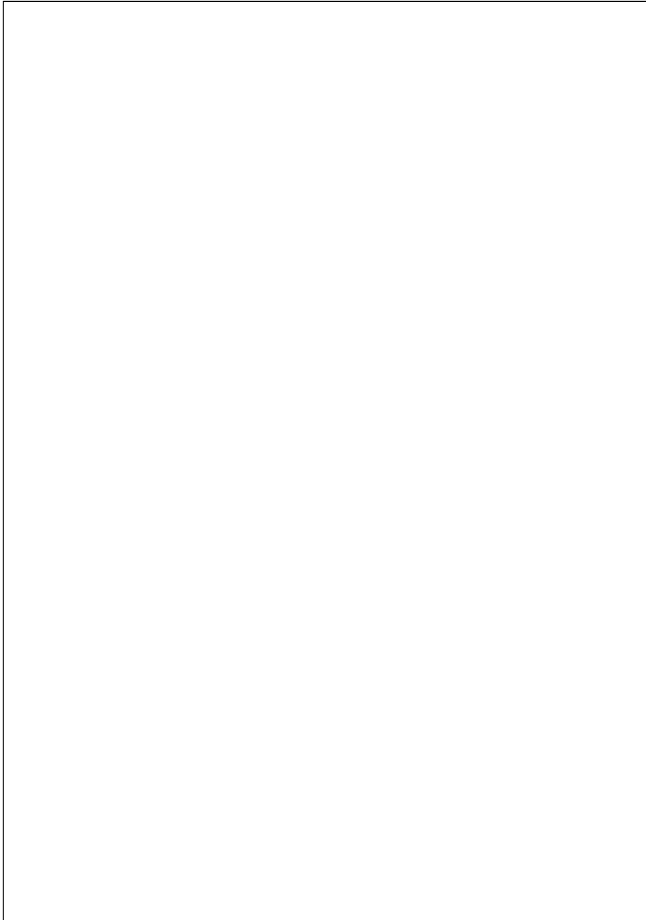
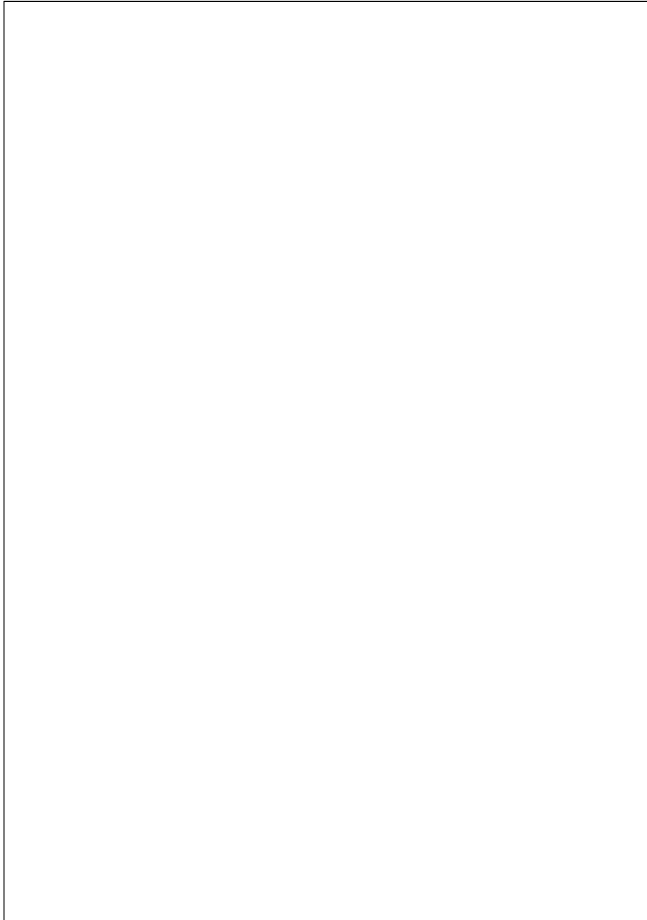
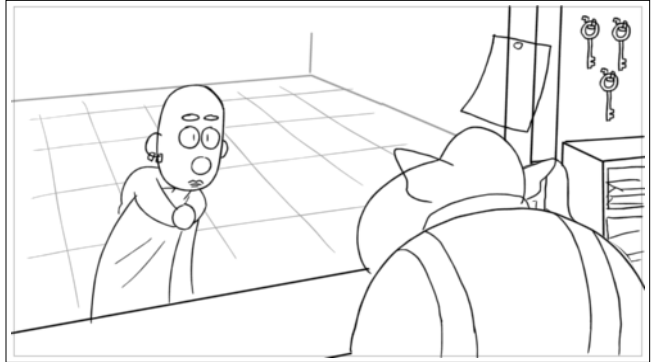
Scene	Panel
3	1



Scene	Panel
3	2

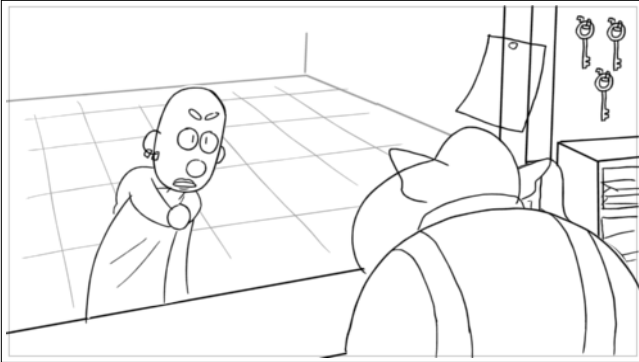


Scene	Panel
3	3





Scene	Panel
3	4



Dialog
BEN: "A room. I'd like a room, please."

Scene	Panel
4	1



Action Notes
looking BEN over

Scene	Panel
4	2



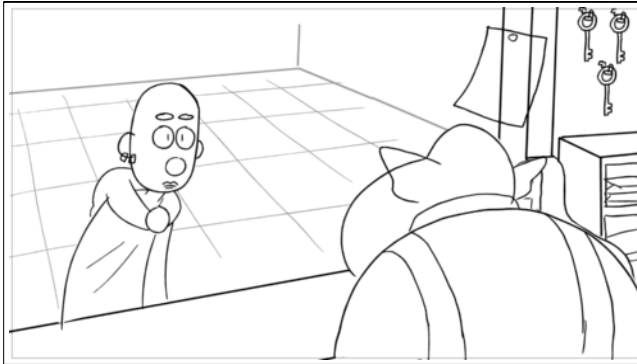
Action Notes
looking BEN over

Scene	Panel
4	3

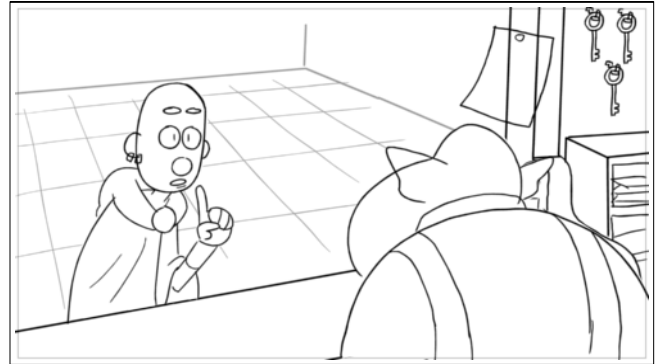


Dialog
ROOM CLERK: "A single room or a double room?"

Scene	Panel
5	1

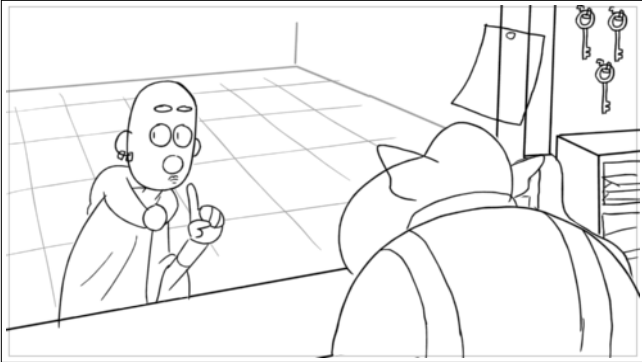


Scene	Panel
5	2

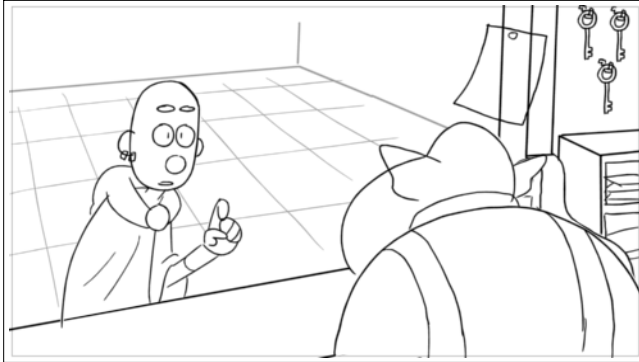


Dialog
BEN: "A single..."

Scene	Panel
5	3



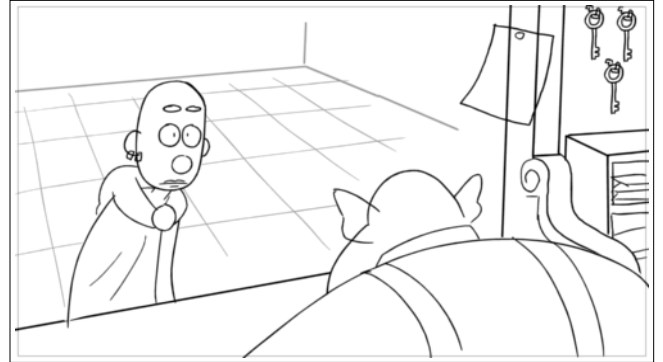
Scene	Panel
5	4



Dialog

BEN: "Just for myself, please."

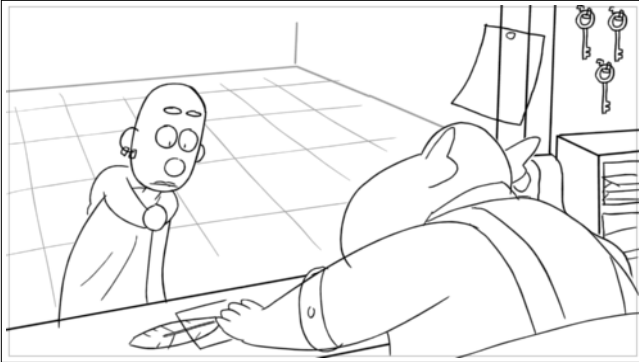
Scene	Panel
5	5



Action Notes

ROOM CLERK reaches down

Scene	Panel
5	6



Action Notes

Places registry and quill on counter

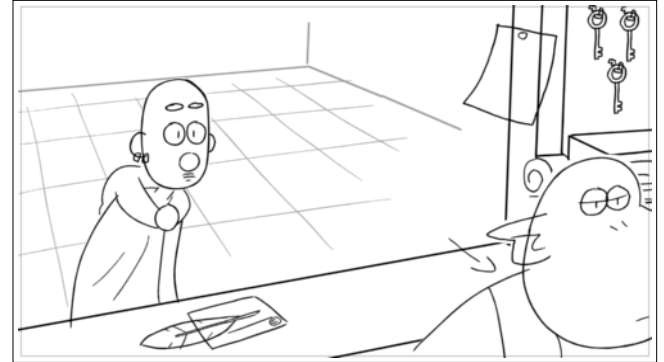
Scene	Panel
5	7



Dialog

ROOM CLERK: "Will you sign the register please?"

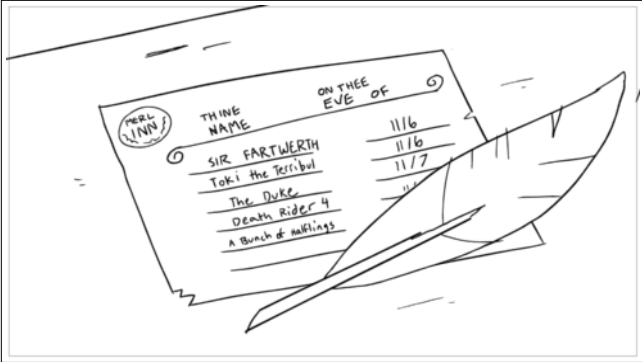
Scene	Panel
5	8



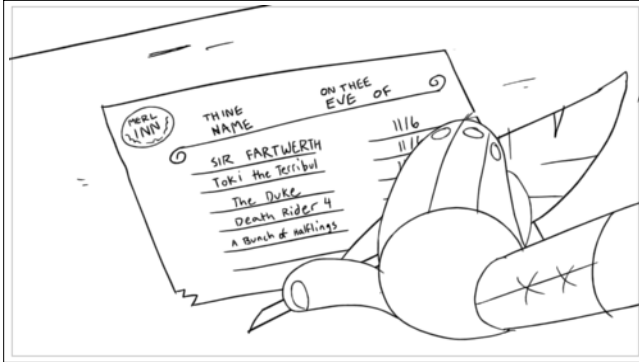
Action Notes

ROOM CLERK walks off camera

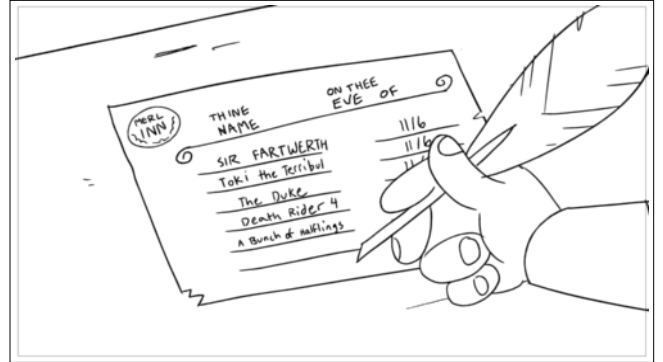
Scene 6 Panel 1



Scene 6 Panel 2



Scene 6 Panel 3



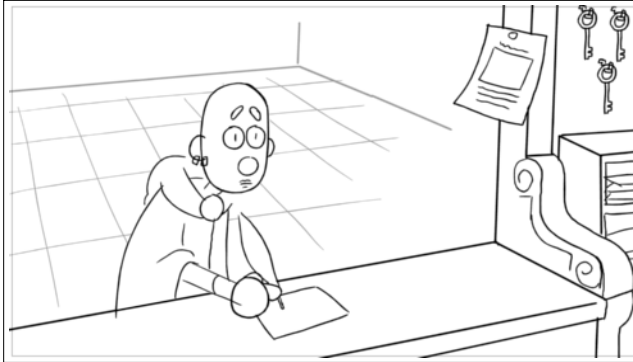


Scene	Panel
7	1



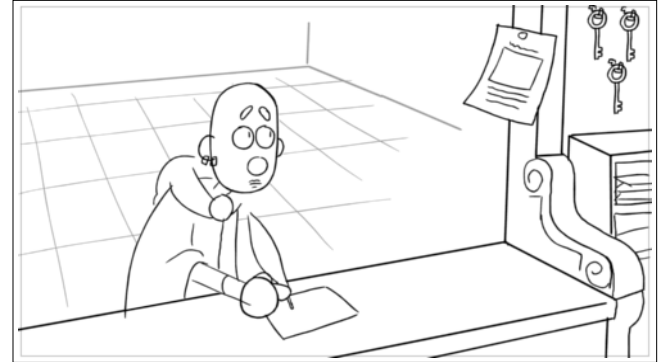
Action Notes
scribbles

Scene	Panel
7	2



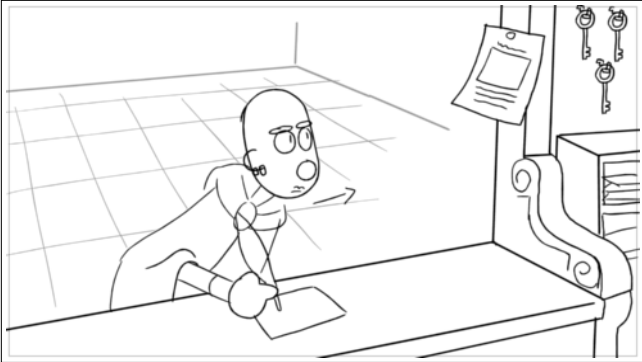
Action Notes
stops suddenly

Scene	Panel
7	3





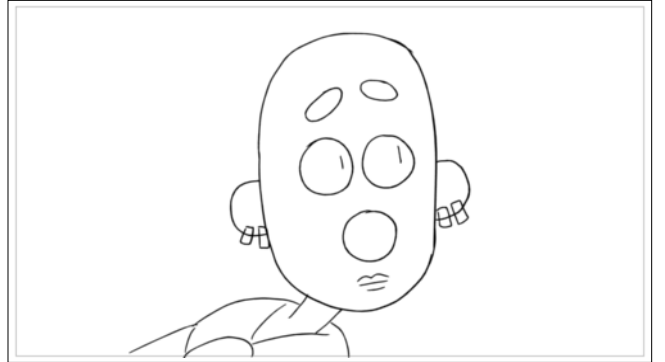
Scene 7 Panel 4



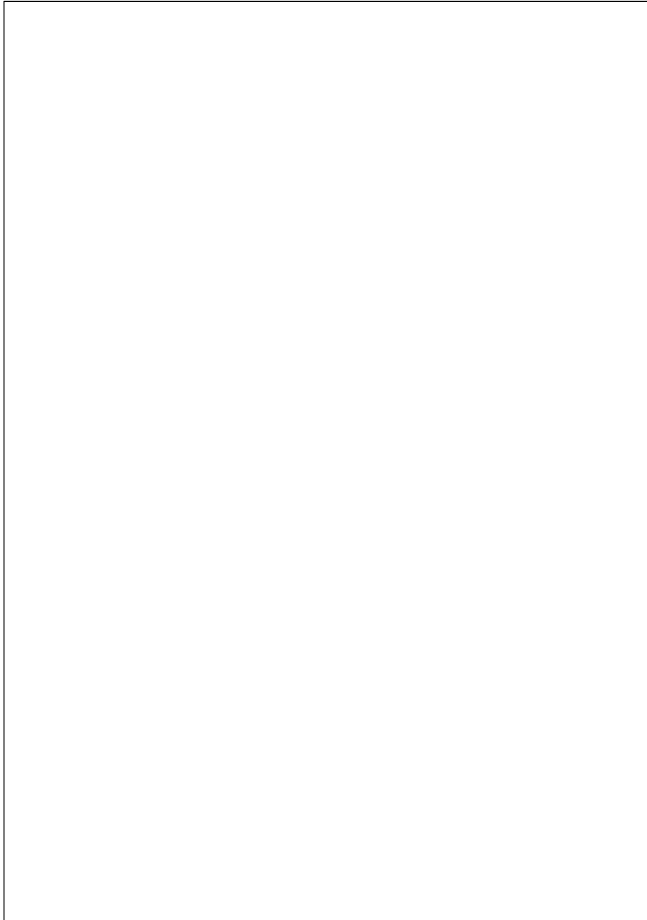
Scene 8 Panel 1



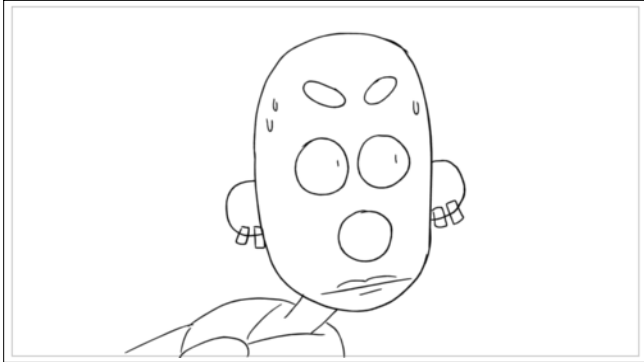
Scene 9 Panel 1



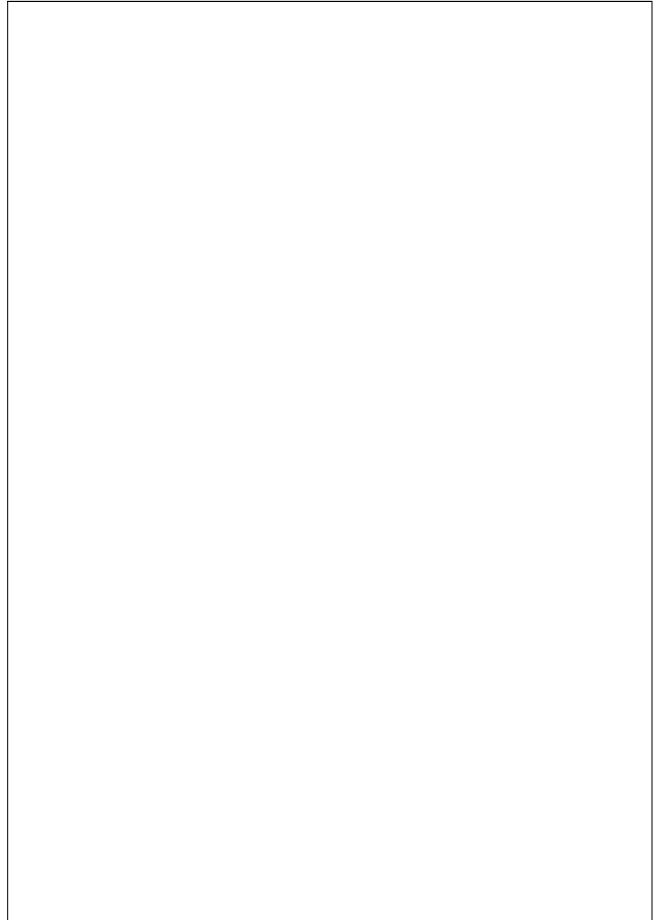
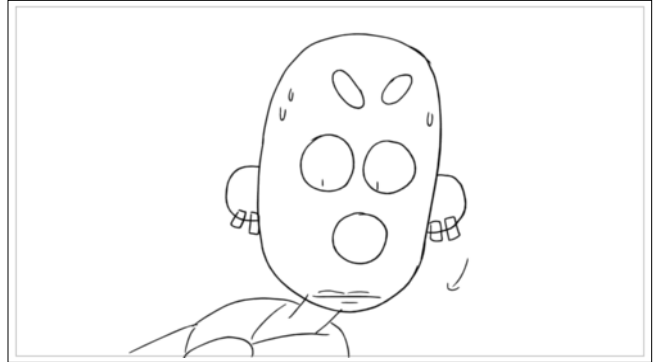
Scene	Panel
10	1



Scene	Panel
11	1



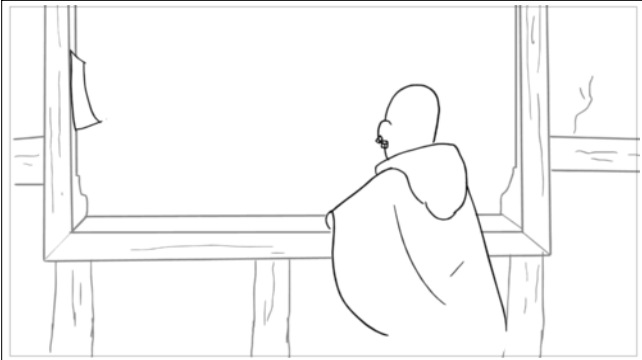
Scene	Panel
11	2



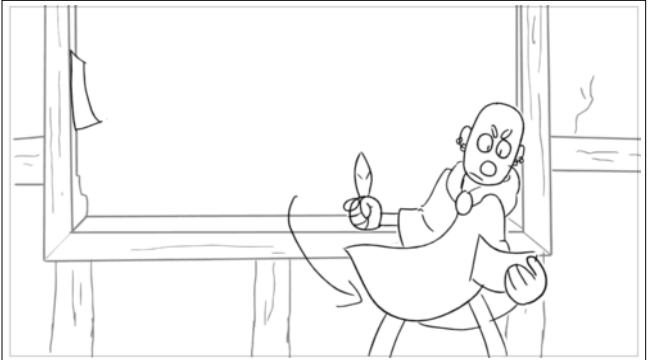
Scene	Panel
12	1



Scene	Panel
13	1



Scene	Panel
13	2



Action Notes
spins around

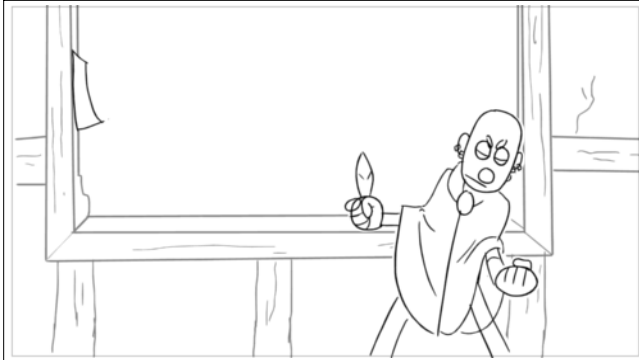


Scene	Panel
13	3



Action Notes
crumples paper

Scene	Panel
13	4



Scene	Panel
13	5



Action Notes
fire plume

Scene	Panel
13	6



Scene	Panel
13	7



Action Notes
beat

Scene	Panel
13	8



Action Notes
beat

Scene	Panel
13	9



Dialog
ROOM CLERK: "Is anything wrong, sir?"

Scene	Panel
13	10



Scene	Panel
14	1



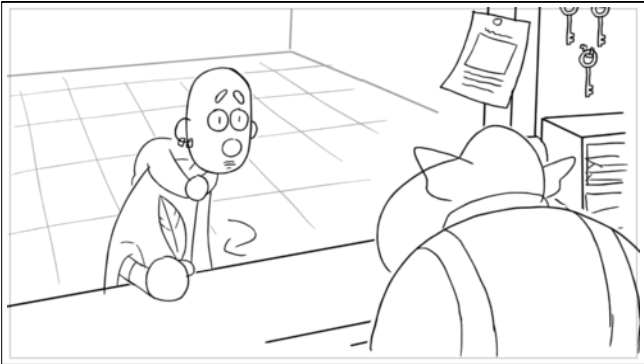
Dialog
ROOM CLERK: "..."



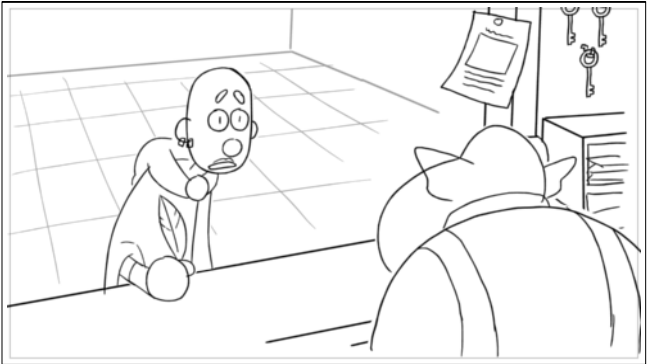
Scene	Panel
15	1



Scene	Panel
15	2



Scene	Panel
15	3

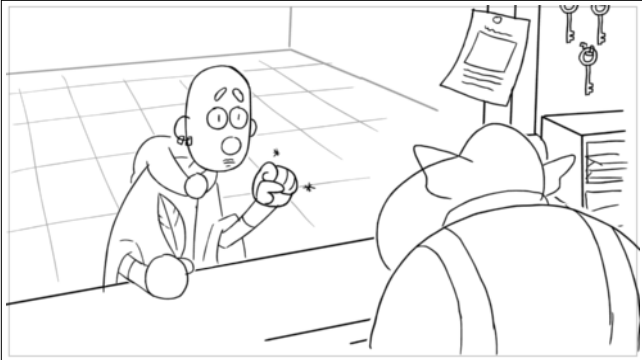


Dialog

BEN: "WHAT?..."



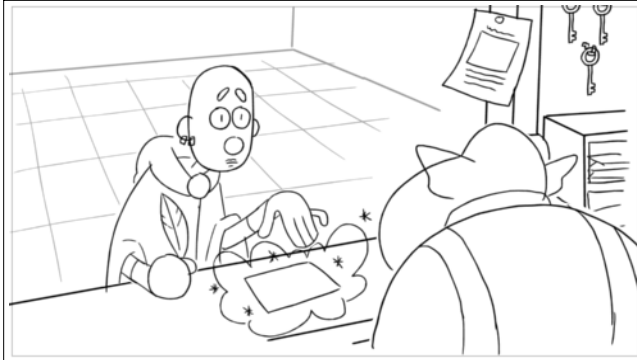
Scene	Panel
15	4



Action Notes

magical energy sparkles gathering around hand

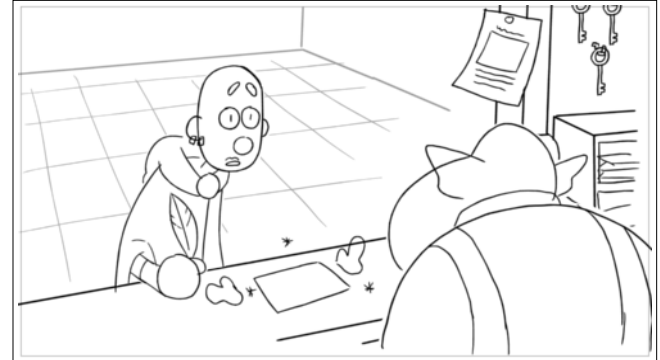
Scene	Panel
15	5



Action Notes

poof new registry

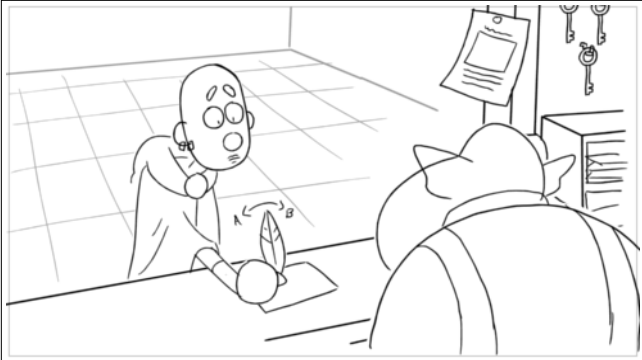
Scene	Panel
15	6



Dialog

BEN: "...no..."

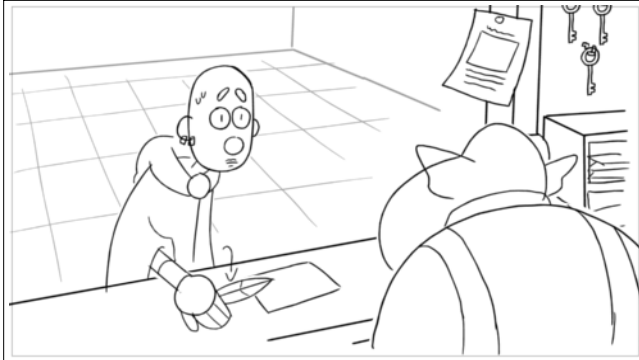
Scene	Panel
15	7



Action Notes

hastily scribbles a-b-a-b-a-b

Scene	Panel
15	8



Action Notes

puts quill down

Scene	Panel
15	9



Dialog

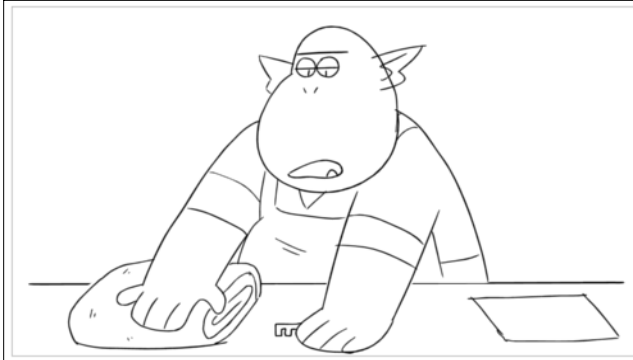
BEN: "Nothing..."

Scene	Panel
15	10



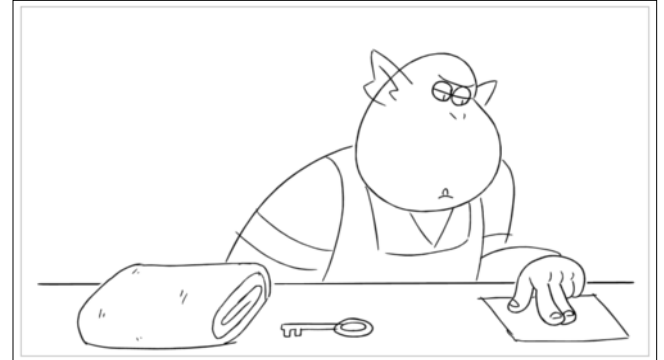
Action Notes
beat

Scene	Panel
16	1

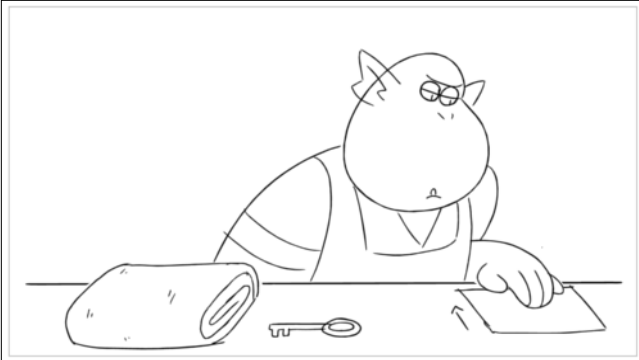


Dialog
ROOM CLERK: "Do you have any luggage, Mister--"

Scene	Panel
16	2



Scene	Panel
16	3



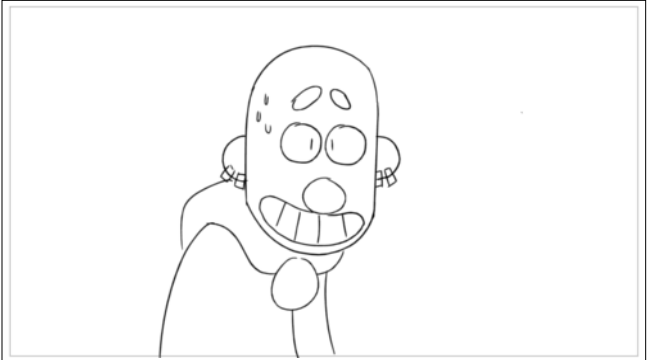
Action Notes
pulls registry closer

Scene	Panel
16	4



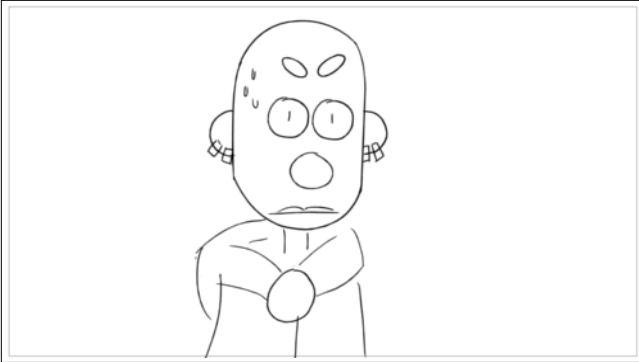
Dialog
ROOM CLERK: "Gladstone?"

Scene	Panel
17	1



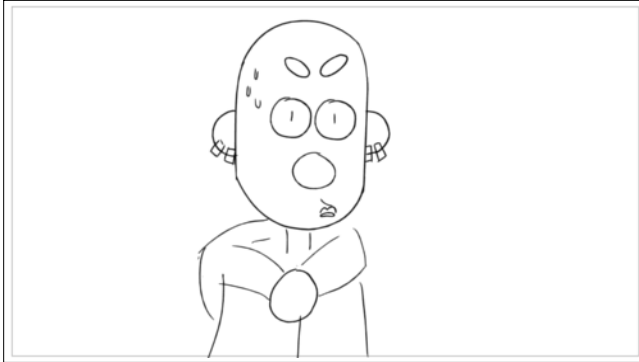


Scene	Panel
17	2



Action Notes
beat

Scene	Panel
17	3



Dialog
BEN: "luggage..."

Scene	Panel
17	4



Action Notes
looks off camera left



Scene	Panel
17	5



Dialog
BEN: "Yes. Yes. I do..."

Scene	Panel
18	1



Action Notes
start position, looking of camera right

Scene	Panel
18	2





Scene	Panel
18	3



Dialog
ROOM CLERK: "Where is it?"

Scene	Panel
19	1



Scene	Panel
19	2

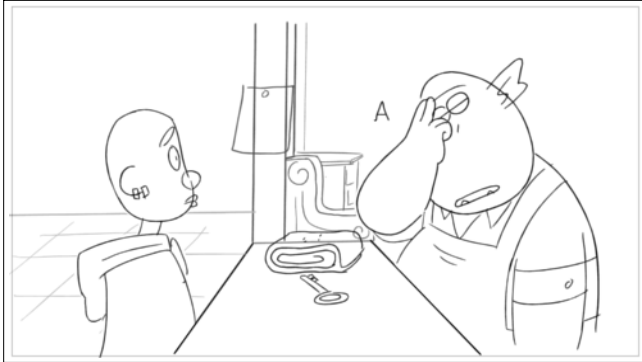


Scene	Panel
19	3



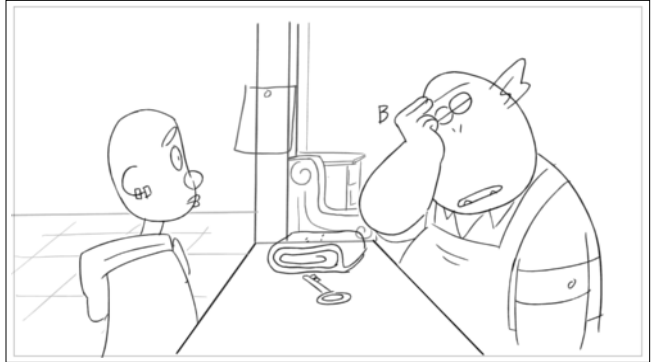
Dialog
BEN: "What?"

Scene	Panel
20	1



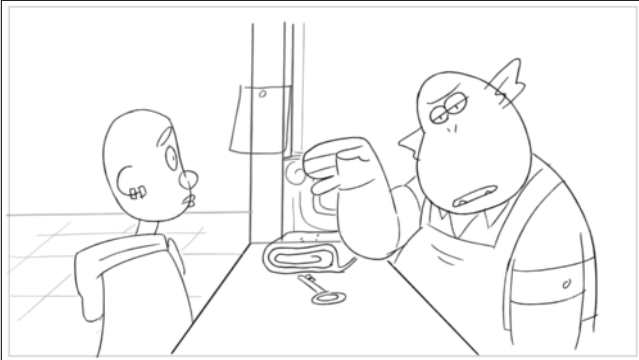
Action Notes
ROOM CLERK rubs forehead, exasperated
a-b-a-b

Scene	Panel
20	2



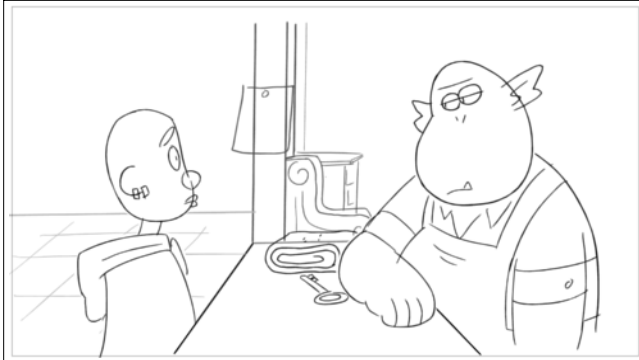
Action Notes
ROOM CLERK rubs forehead, exasperated
a-b-a-b

Scene	Panel
20	3



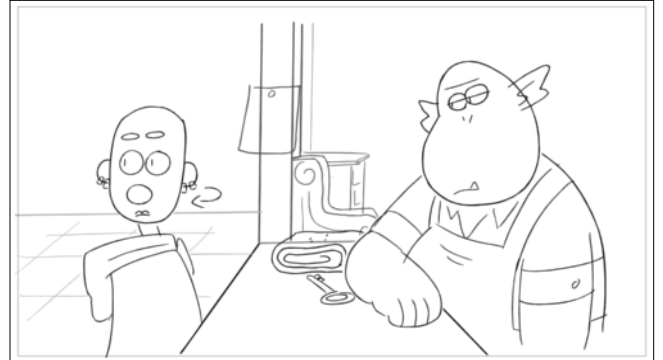
Dialog
ROOM CLERK: "Where is your luggage?"

Scene	Panel
20	4



Action Notes
beat

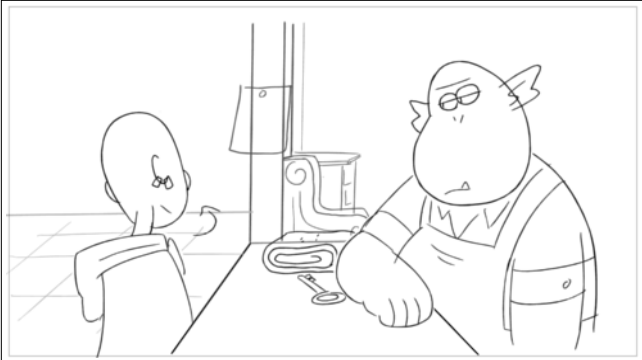
Scene	Panel
20	5



Action Notes
looks around shiftily



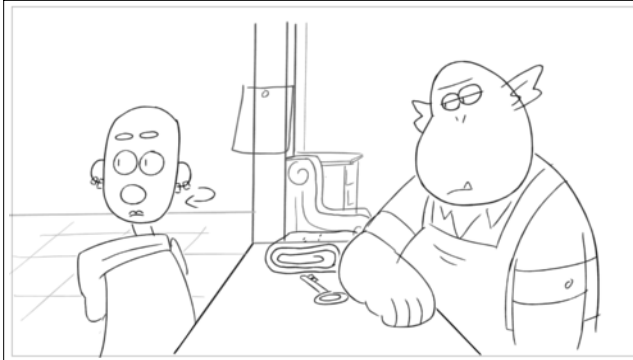
Scene	Panel
20	6



Action Notes

looks around shiftily

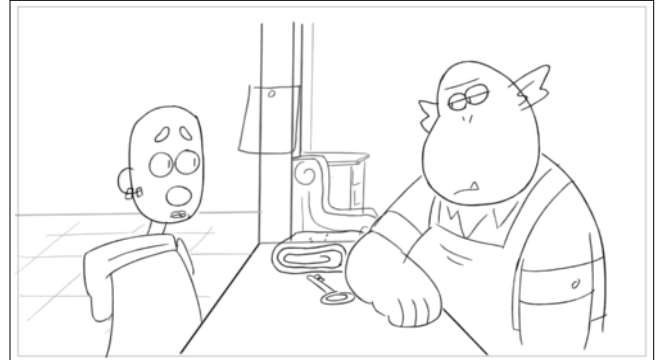
Scene	Panel
20	7



Action Notes

looks around shiftily

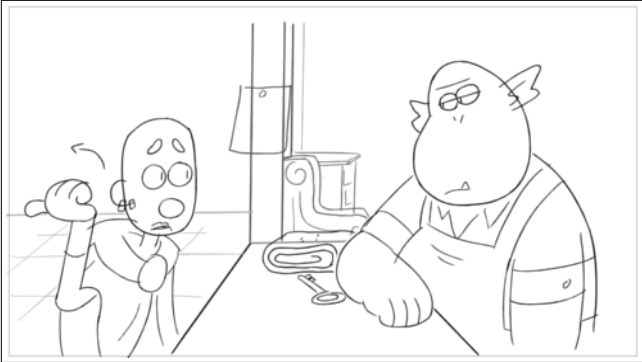
Scene	Panel
20	8



Dialog

BEN: "Well it's in the car--"

Scene	Panel
20	9



Dialog

BEN: "It's out in the car..."

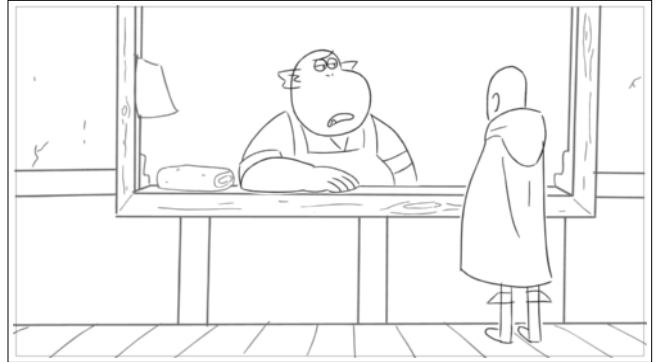
Scene	Panel
21	1



Slugging

2

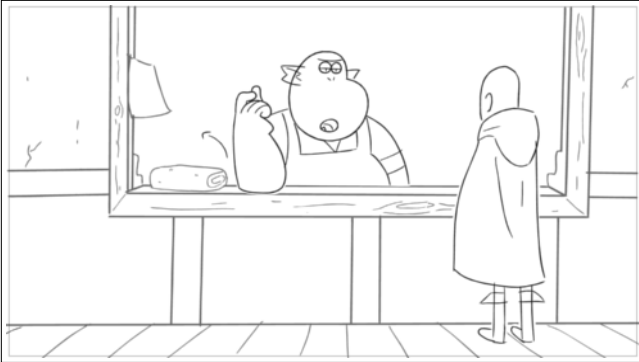
Scene	Panel
22	1



Dialog

ROOM CLERK: "Very good sir."

Scene	Panel
22	2



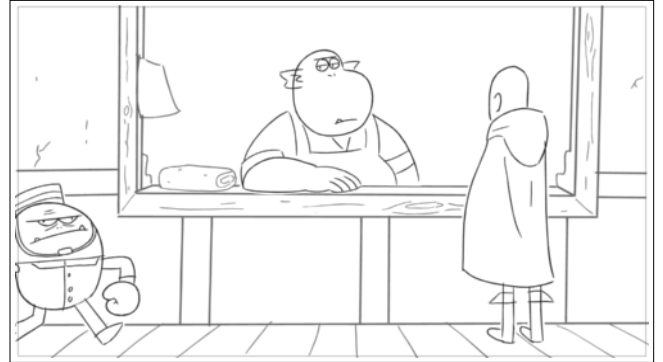
Dialog
 ROOM CLERK: "I'll have a porter bring it in."

Scene	Panel
22	3



Action Notes
 snaps fingers

Scene	Panel
22	4



Scene	Panel
22	5



Scene	Panel
22	6



Action Notes
waves hands a-b-a-b-a-b

Scene	Panel
22	7



Dialog
BEN: "Oh no."

Action Notes
waves hands a-b-a-b-a-b

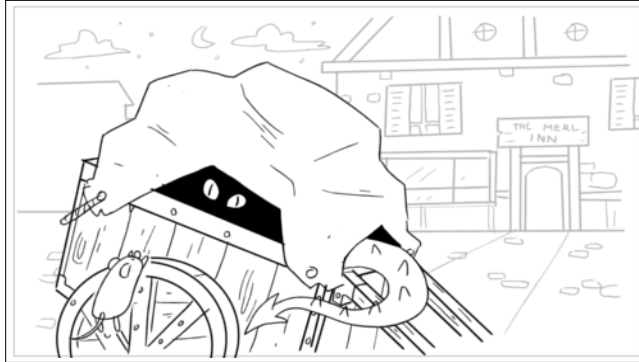
Scene	Panel
22	8



Dialog

ROOM CLERK: "Sir?"

Scene	Panel
23	1



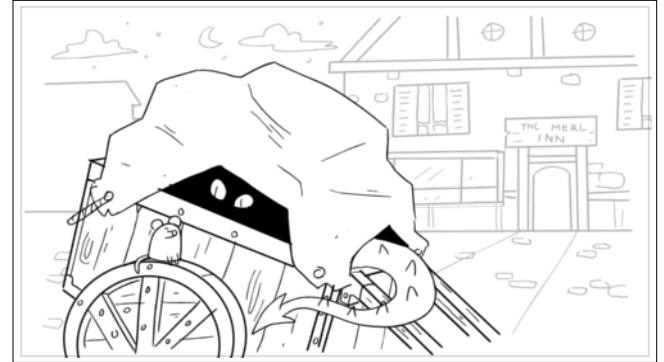
Dialog

BEN (VO): "I mean I'd - I'd rather not go to the trouble of bringing it all in. I just have a toothbrush. I can get it myself. If that's alright."

Action Notes

mouse jumps up onto cart wheel

Scene	Panel
23	2



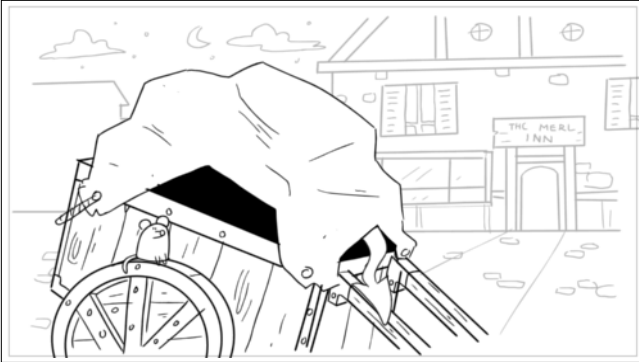
Dialog

BEN (VO): "I mean I'd - I'd rather not go to the trouble of bringing it all in. I just have a toothbrush. I can get it myself. If that's alright."

Action Notes

mouse jumps up onto cart wheel

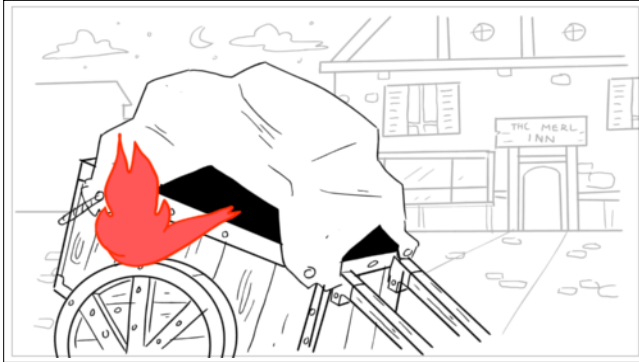
Scene	Panel
23	3



Dialog
 BEN (VO): "I mean I'd - I'd rather not go to the trouble of bringing it all in. I just have a toothbrush. I can get it myself. If that's alright."

Action Notes
 BABY DRAGON's eyes disappear into darkness of cart

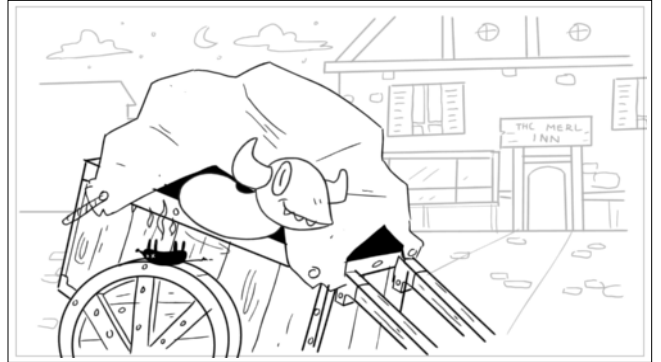
Scene	Panel
23	4



Dialog
 BEN (VO): "I mean I'd - I'd rather not go to the trouble of bringing it all in. I just have a toothbrush. I can get it myself. If that's alright."

Action Notes
 fire plume

Scene	Panel
23	5



Dialog
 BEN (VO): "I mean I'd - I'd rather not go to the trouble of bringing it all in. I just have a toothbrush. I can get it myself. If that's alright."

Action Notes
 BABY DRAGON emerges, snake like. mouse corpse is smoking.

Scene	Panel
23	6



Dialog
 BEN (VO): "I mean I'd - I'd rather not go to the trouble of bringing it all in. I just have a toothbrush. I can get it myself. If that's alright."

Scene	Panel
23	7



Dialog
 BABY DRAGON: *victory screech*

Scene	Panel
24	1



Action Notes
 fidgeting a-b-a-b

Scene	Panel
24	2



Action Notes
fidgeting a-b-a-b

Scene	Panel
24	3



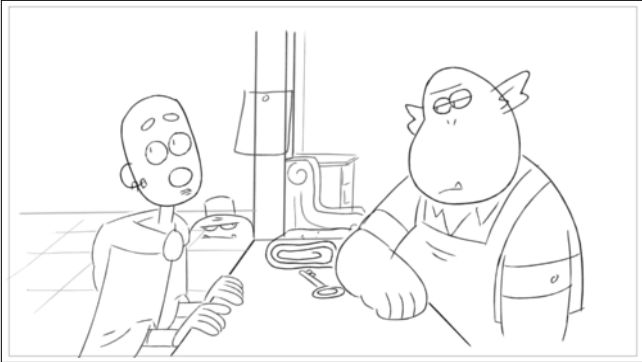
Action Notes
beat

Scene	Panel
24	4



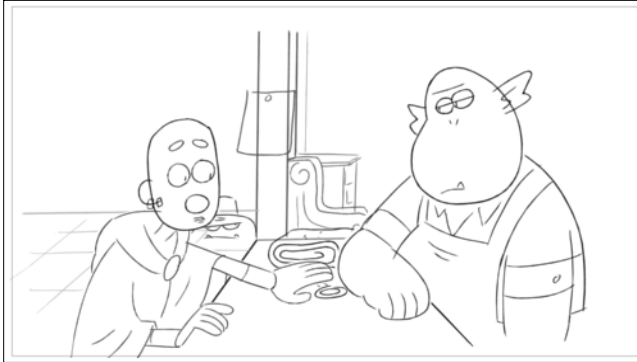
Dialog
ROOM CLERK: "Of course."

Scene	Panel
24	5



Action Notes
beat

Scene	Panel
24	6

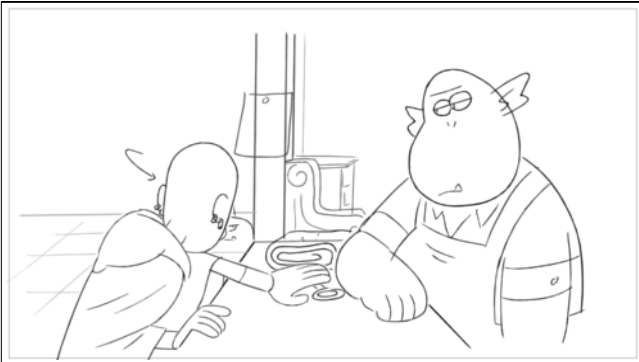


Scene	Panel
24	7



Dialog
ROOM CLERK: "I'll have a porter show you the room."

Scene	Panel
24	8



Dialog
 ROOM CLERK: "I'll have a porter show you the room."

Scene	Panel
25	1



Dialog
 BEN: "Oh. Well actually,-"

Scene	Panel
25	2



Dialog
 BEN: "I'd just as soon find it myself."

Action Notes
 scratches head

Scene	Panel
25	3



Dialog

BEN: "I just have the toothbrush to carry up

Scene	Panel
25	4



Dialog

BEN: "and I think I can manage it myself."

Scene	Panel
25	5



Action Notes

beat



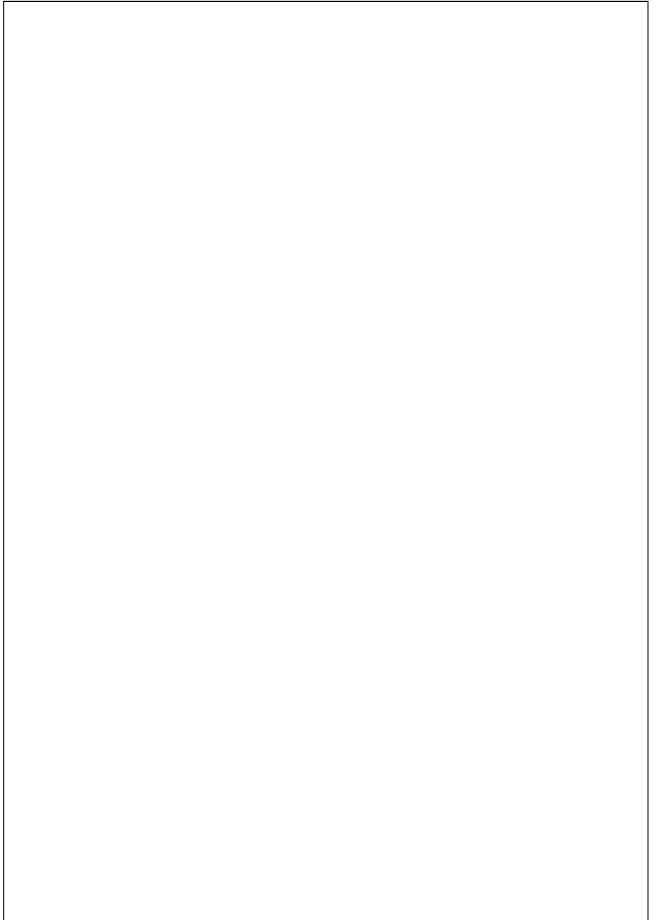
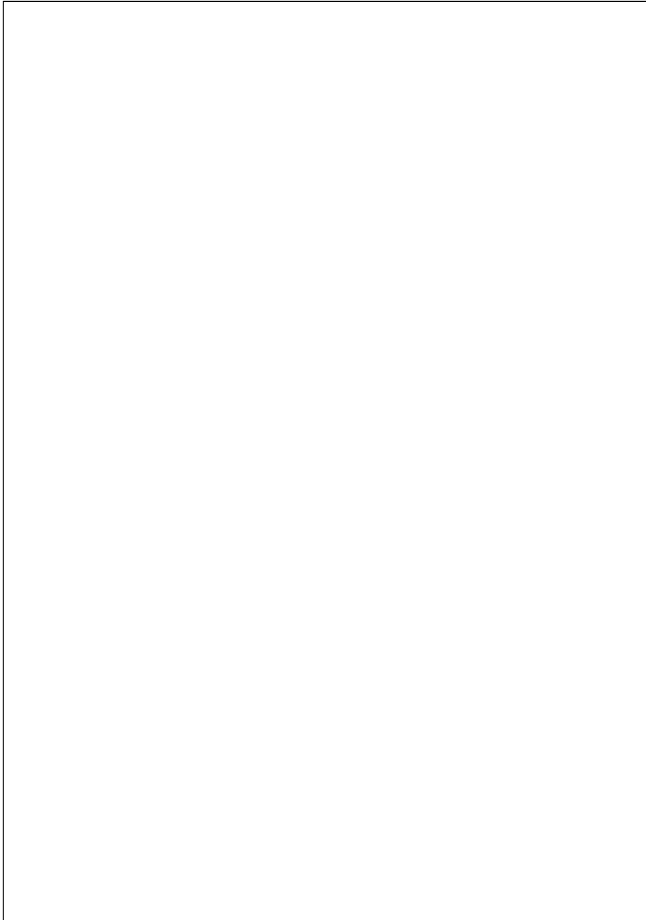
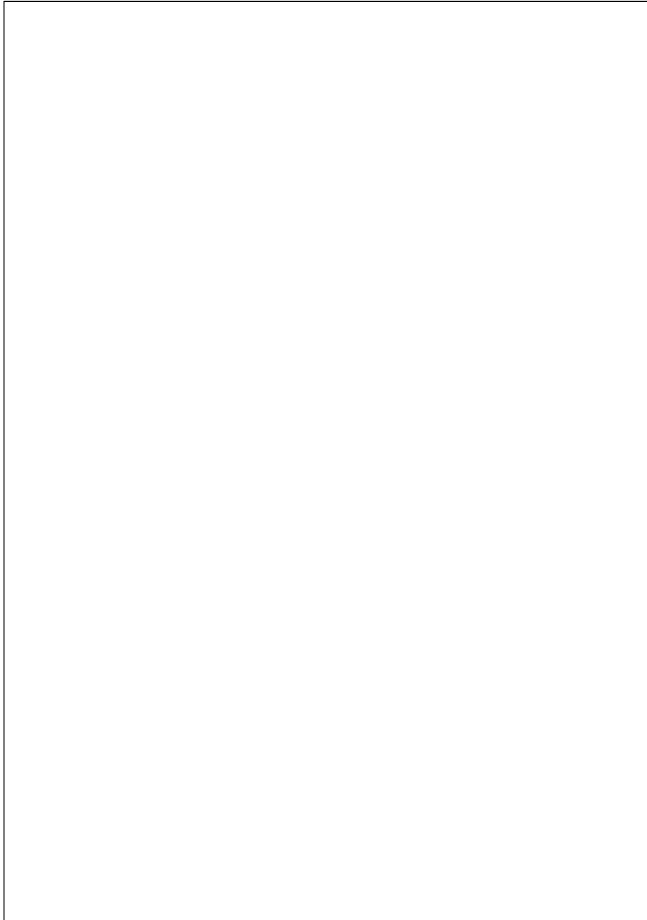
Scene	Panel
25	6



Scene	Panel
25	7



Scene	Panel
25	8

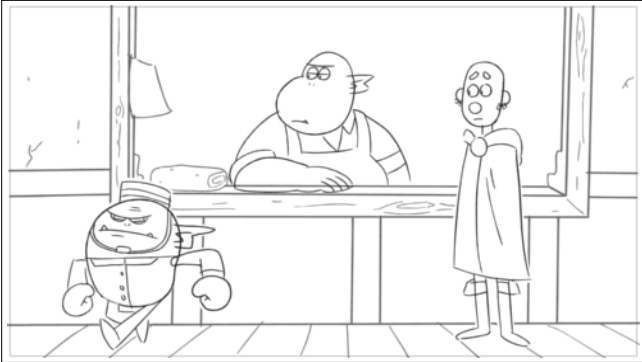




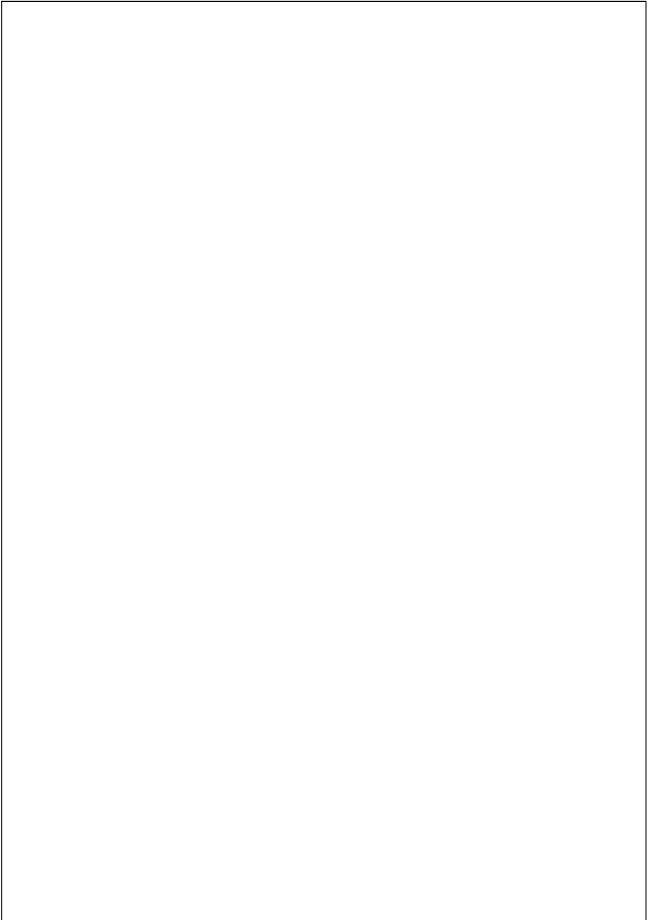
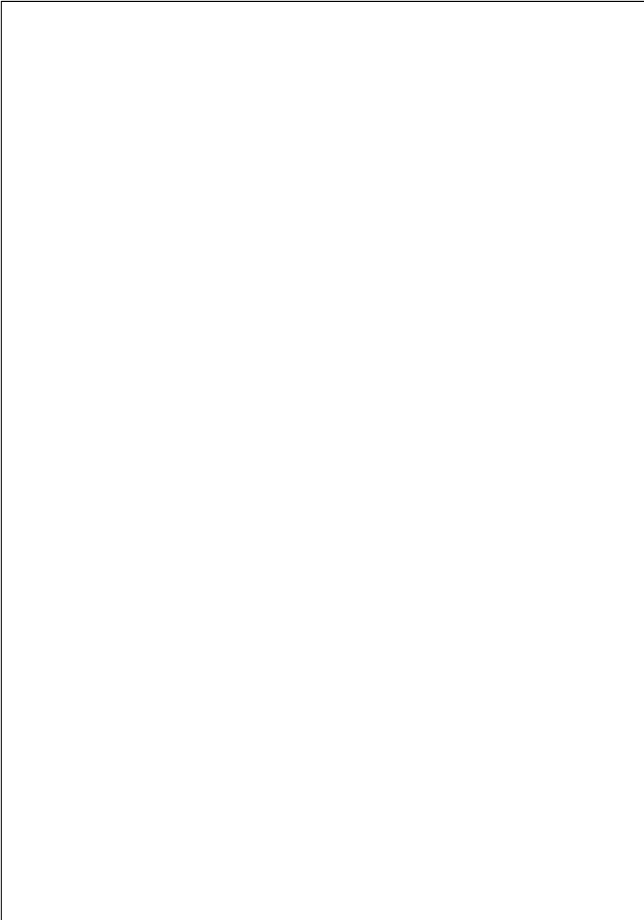
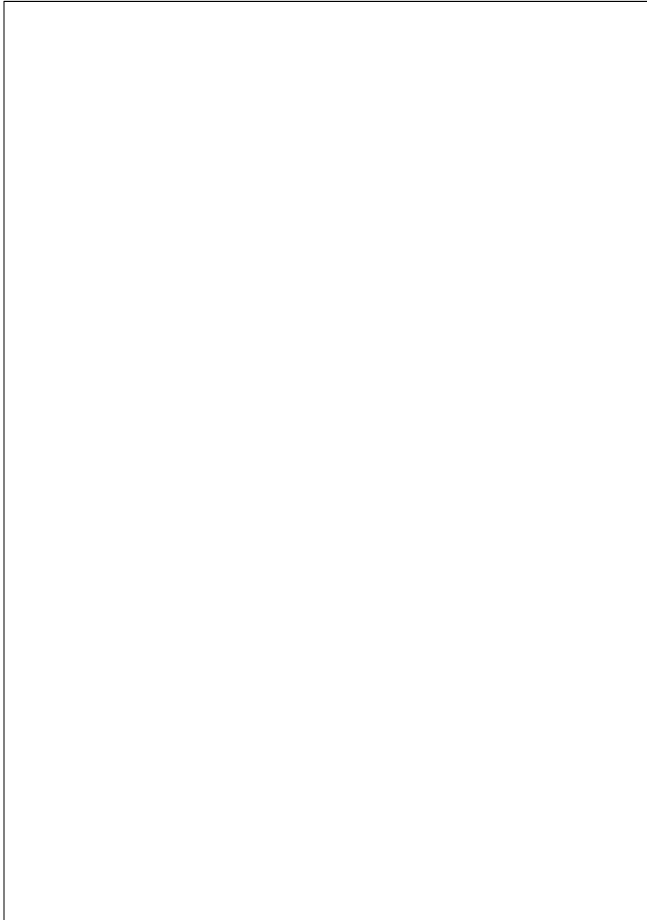
Scene	Panel
25	9



Scene	Panel
25	10



Scene	Panel
25	11





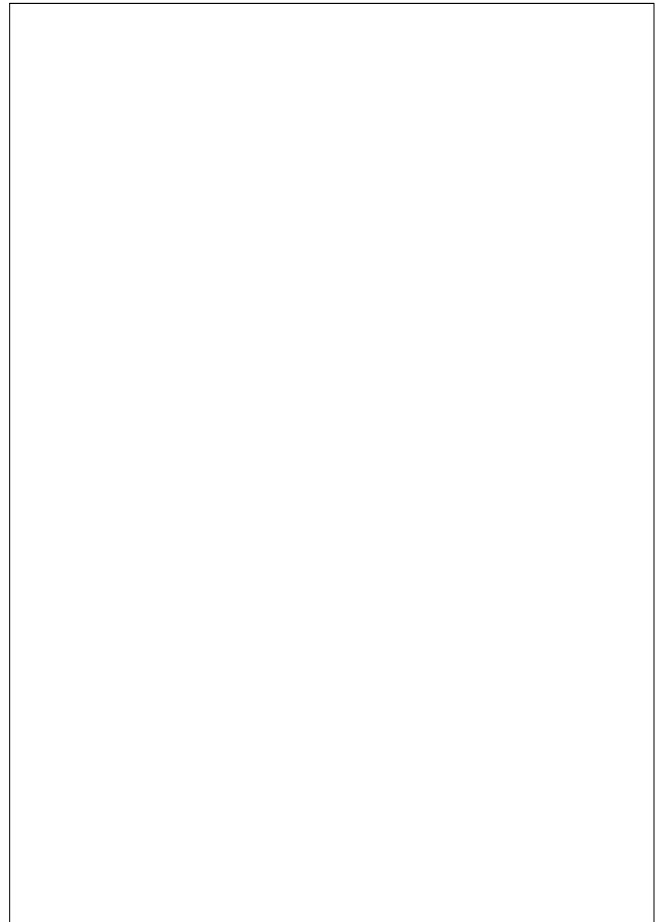
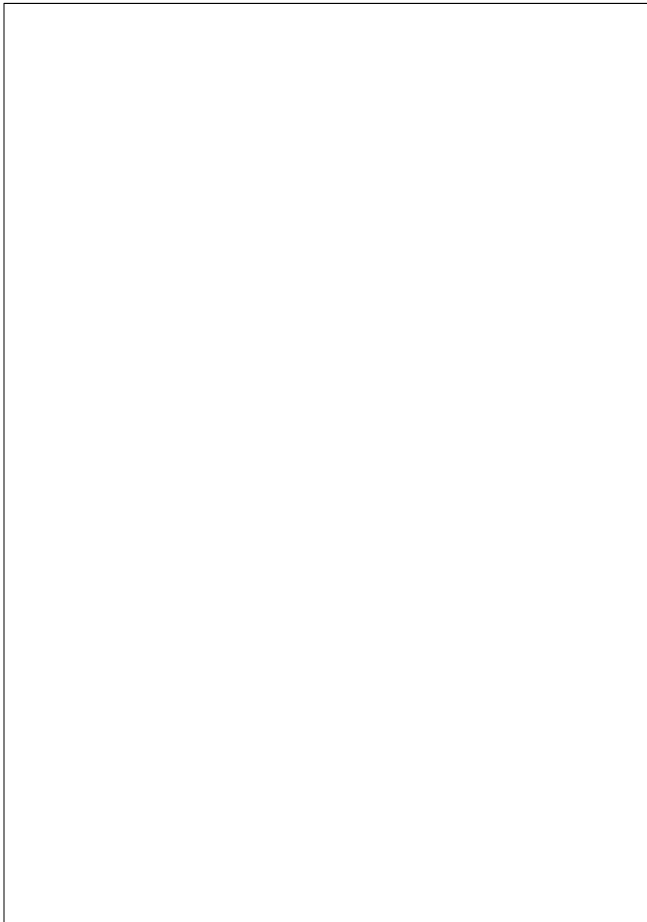
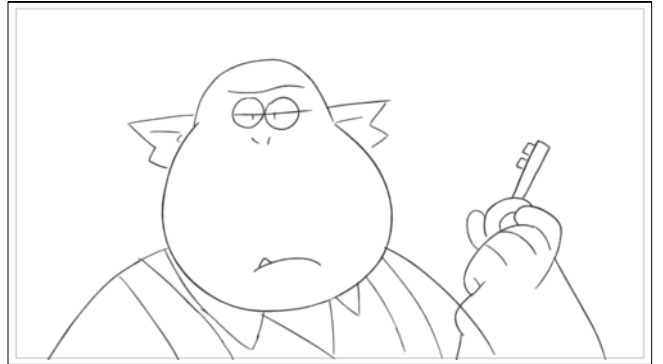
Scene	Panel
26	1



Scene	Panel
26	2



Scene	Panel
26	3



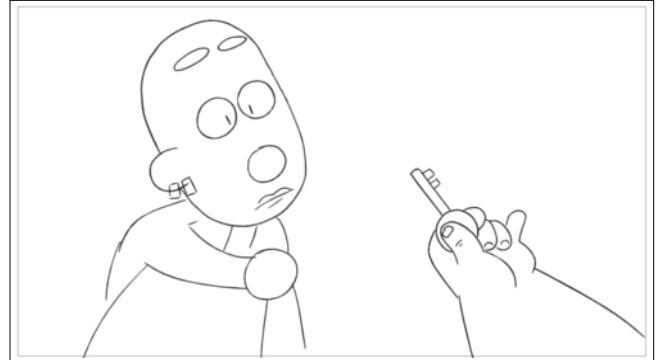
Scene	Panel
26	4



Scene	Panel
26	5



Scene	Panel
27	1

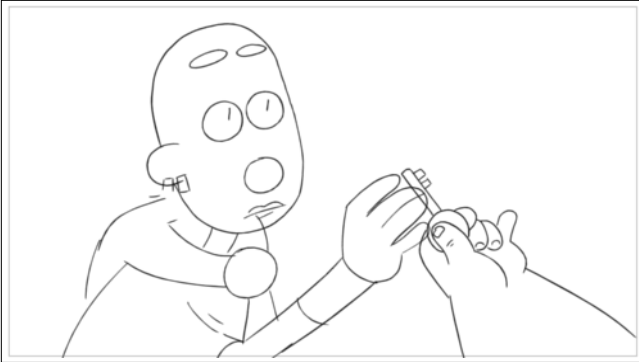


Dialog

ROOM CLERK: "whatever you say sir."



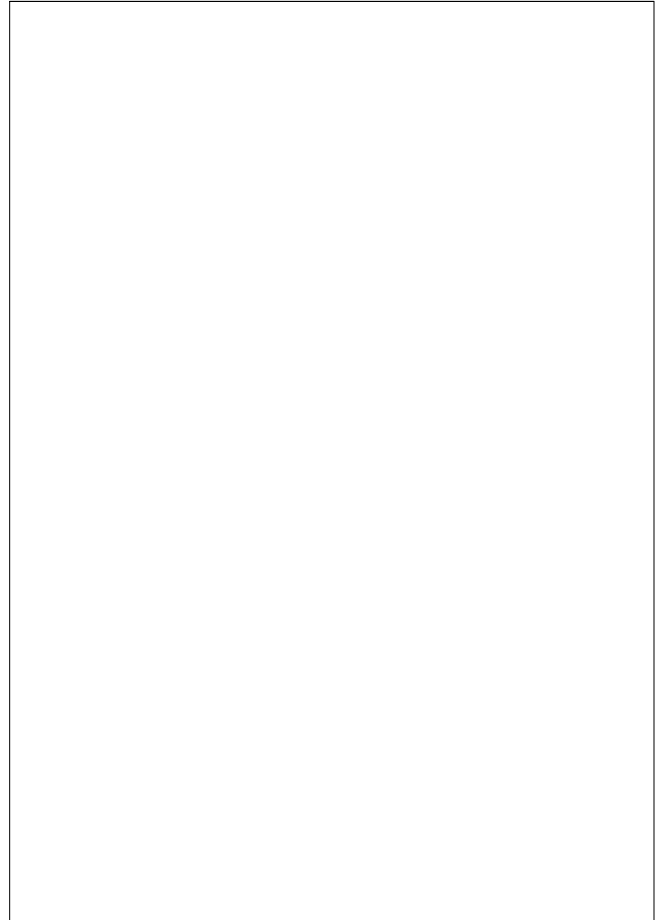
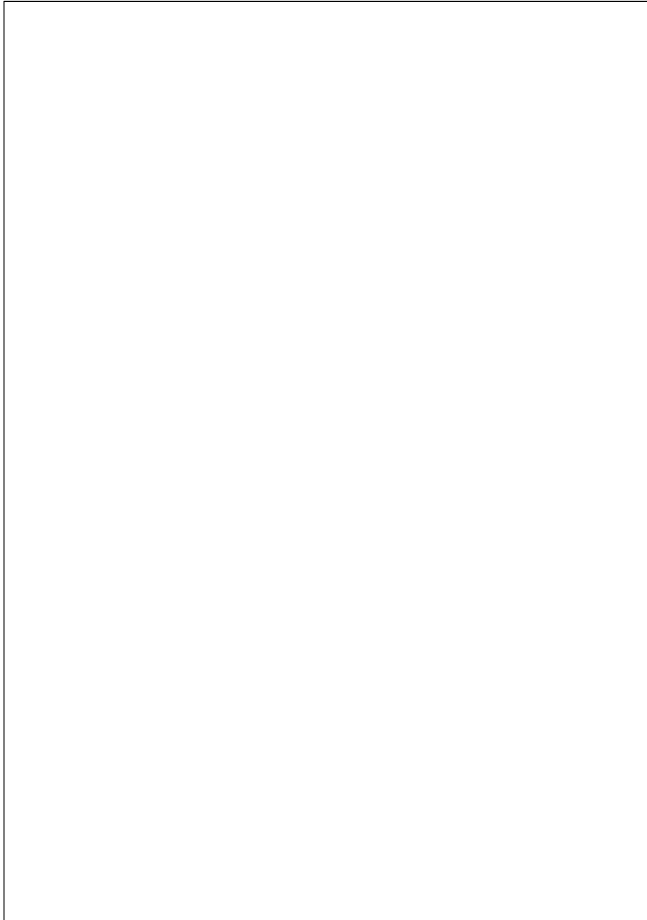
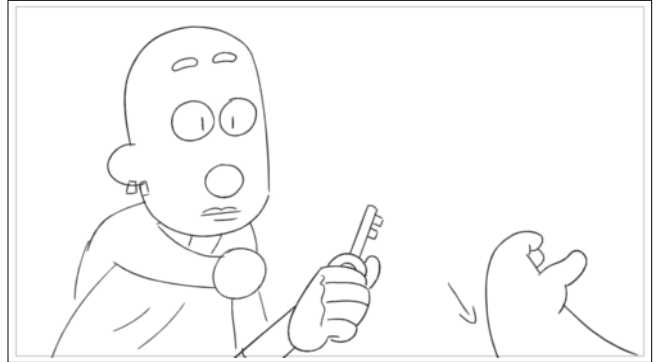
Scene	Panel
27	2



Scene	Panel
27	3

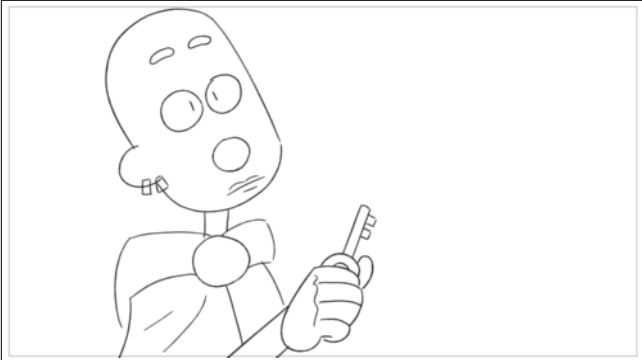


Scene	Panel
27	4

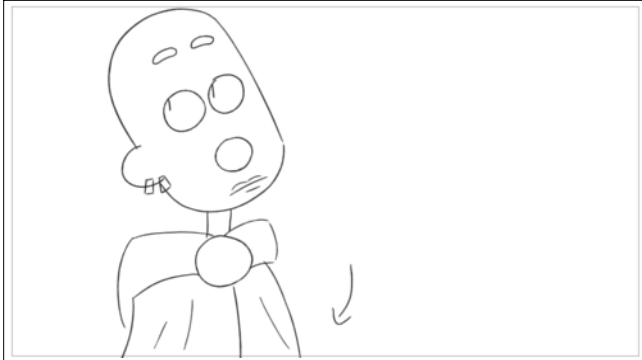




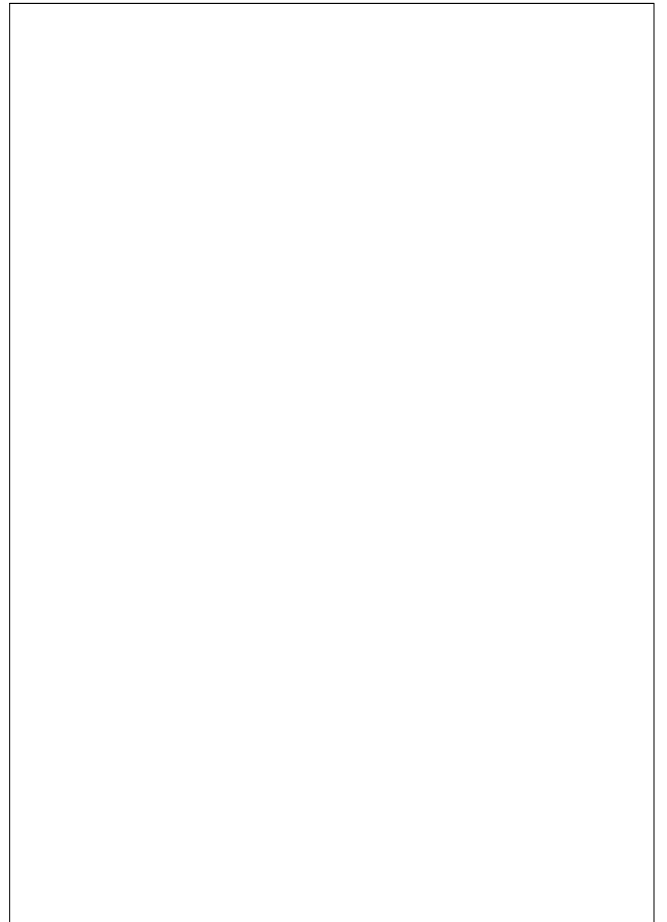
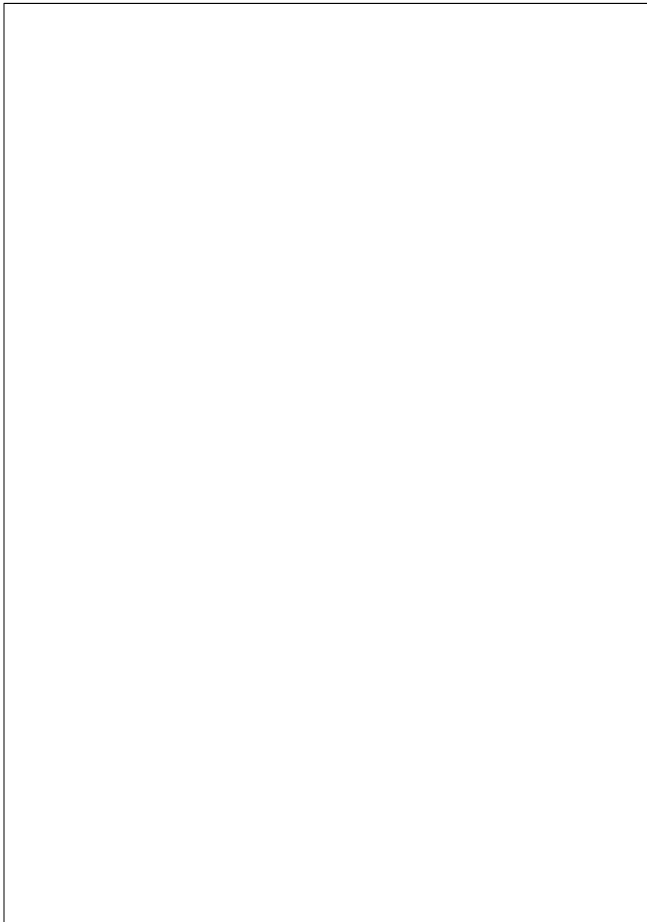
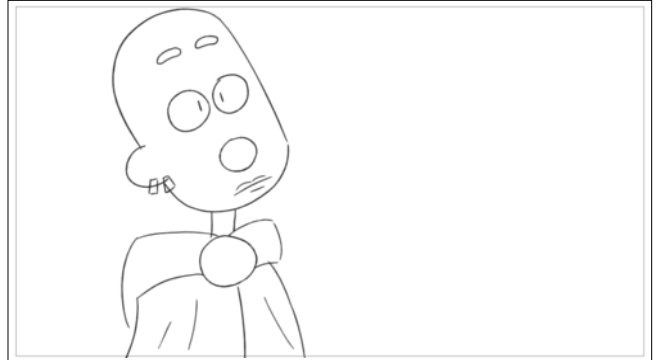
Scene	Panel
27	5



Scene	Panel
27	6

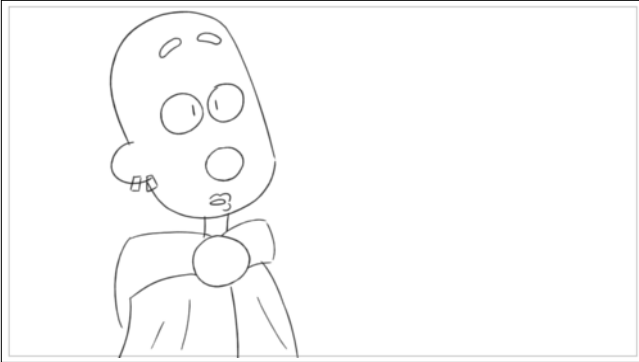


Scene	Panel
27	7



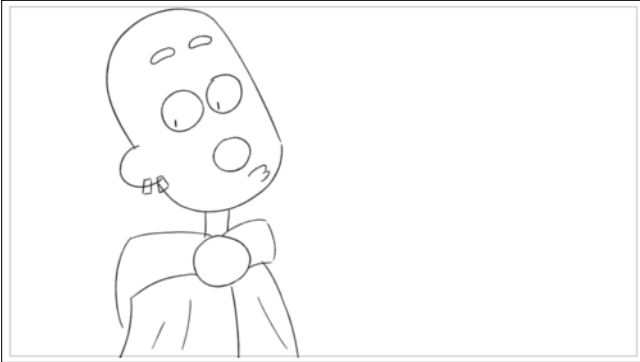


Scene	Panel
27	8



Dialog
BEN: "Thank you"

Scene	Panel
27	9



Scene	Panel
27	10

