

THE ROOM

Written by

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INT. BEDROOM - DAY

We open on the interior of a room. Where we see a CHARACTER A standing, in the far corner, as they abruptly open their eyes. They look around unsure as to where they're at. They turn around and slowly start to look around the room. They observe the layout of the room, all the furniture in it and all the art on the walls. They take notice of the door closest to them and walk immediately towards it to open it. It's locked. They see the number pad above the door and they start pressing buttons. Nothing happens.

They look around the room again. They see another door and walks towards it. It's locked too. They try and open the drawers and cabinets at the sink but nothing opens. They walk towards the bed looking around. They get on the ground and look under the bed. Nothing. They get up then turn around and notice a black button on the wall near the closet. They walk towards the button and press it. The closet door opens. Character A smiles and then electrical bolts come down from the ceiling, electrocuting Character A and killing them. Character A falls to the ground.

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We see a Character A standing, in the far corner, as they abruptly open their eyes. They walk towards the door closest to them and casually attempt to open it. It's locked. They shake their head and turn around to look around the room. As they walk towards the standing cabinet, they quickly glance over at the black button near the closet. When they reach the cabinet, they try to open the door. It's locked. They look to the left and see a box with four colored buttons. A little hesitant, they start pushing the buttons. The buttons light up but nothing else happens. They take a deep breath. They look at the bed and move the sheets. Nothing. Then they move a pillow and find a piece of paper with an image of a black circle with a '+' after it a stick figure in a walking motion. They quizzically stare at the image. We see them have an 'a-ha' moment as their eyes get momentarily bigger. They put the paper back down on the bed and turn towards the black button near the closet. After walking to the button, they quickly glance up, press the button and then they quickly move away from where they are standing. The closet door opens. Character A pauses for a moment as they assess the situation. After this brief pause they look into the closet and find a little brown box. They pick it up and open it and find a small key. They take the key out, and perplexed as to what the key could open, they start looking around the room again. Everything is locked. They walk over to the desk to check things out but there isn't much there. They turn and take a long look at the art on the wall.

They see paper butterflies stuck on the wall in four different colors, from left to right: yellow, blue, green, red. They realize this is the sequence for the colored buttons and head back over to them. When they press the buttons in this order, the cabinet door opens. In it they find a small wooden box. It's locked. They quickly realize they might have the key to open it. The key they found in the much smaller version of that box. They take the key out of their pocket and unlock the box. After they open the box a cloud of dust is blown into Character A's face. Character A starts to cough. We see their eyes change color as they start to wheeze. They fall to the ground dead.

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We see a CHARACTER A standing, in the far corner, as they abruptly open their eyes. They immediately walk towards the black button, press it, move aside, grab the small box in the closet, take out the key, walk over to the box of colored buttons, press the buttons, cabinet door opens, they take out the key from their pocket and then reach in to take out the small wooden box. Instead of immediately opening it, they lift it up and as they do that they see a piece of paper stuck to the bottom of it. They freeze as we hear the sound of a phone ringing.

CUT TO:

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We see CHARACTER B with a tablet in front of them which is projecting a holographic user interface. Their phone is ringing, they pick up and answer their phone and as they do so they walk off camera talking.

CUT TO:

Close up of the tablet and holographic image. We see an image of Character A in their room in the projection with a blinking pause button over it. Above this we see the title 'Escape the Room: Booby Traps Edition'.

CUT TO BLACK.

END