

SHOT 1



INT. SEWAGE TUNNEL

CU WATER ON BOTTOM OF TUNNEL AS MADISON'S HAND COMES INTO FRAME--

(CONT.D)

SHOT 1A (CONT.D)

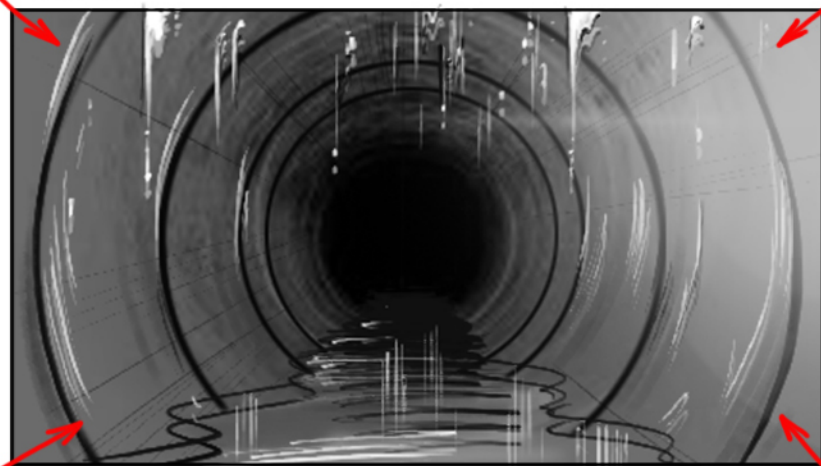


TILT UP TO REVEAL MADISON, STRAND AND WALKER CRAWLING TOWARDS CAM

TILT UP

CUT

SHOT 2



MADISON'S P.O.V.

PUSH IN TO MIRROR MADISON'S MOVEMENT

CUT

SHOT 3



SLOW COUNTER-  
TRACKING SHOT  
OF GROUP CRAWLING

MADISON --

← SLOW COUNTER-TRACKING

(CONT.D)

SHOT 3A (CONT.D)



-- STRAND

← SLOW COUNTER-TRACKING

(CONT.D)

SHOT 3B (CONT.D)

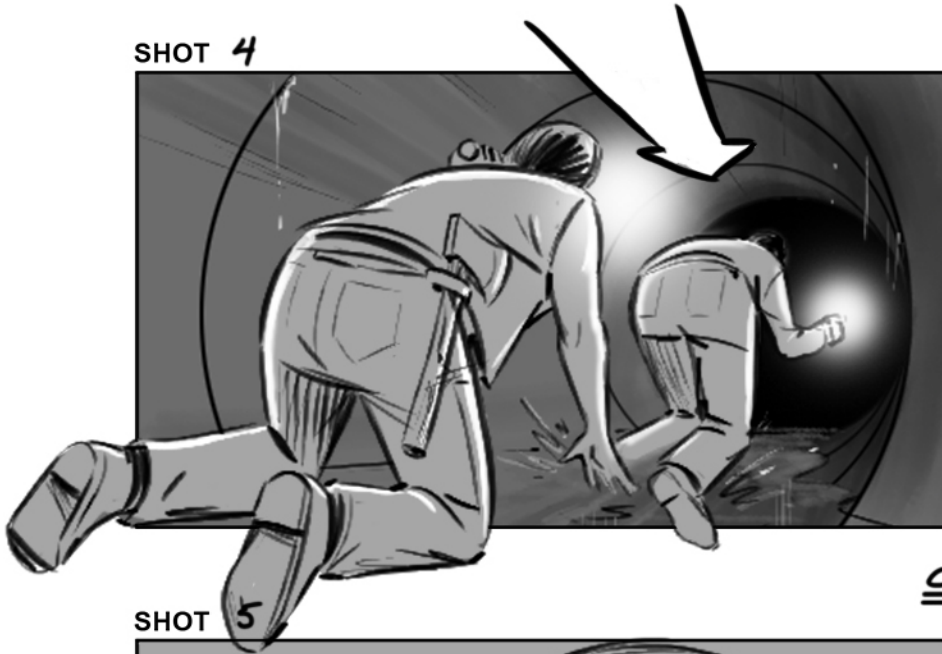


-- WALKER

← SLOW COUNTER-TRACKING

CUT

SHOT 4



3/4 LOW ANGLE  
BEHIND GROUP

CUT

SHOT 5



CU WALKER  
LOOKING BACK OVER  
HIS SHOULDER AS  
HE HEARS A NOISE!

CUT

SHOT 6



REV. ANGLE

3/4 FRONT OF GROUP  
AS THEY TURN TOWARDS  
NOISE.

CUT

SHOT 5

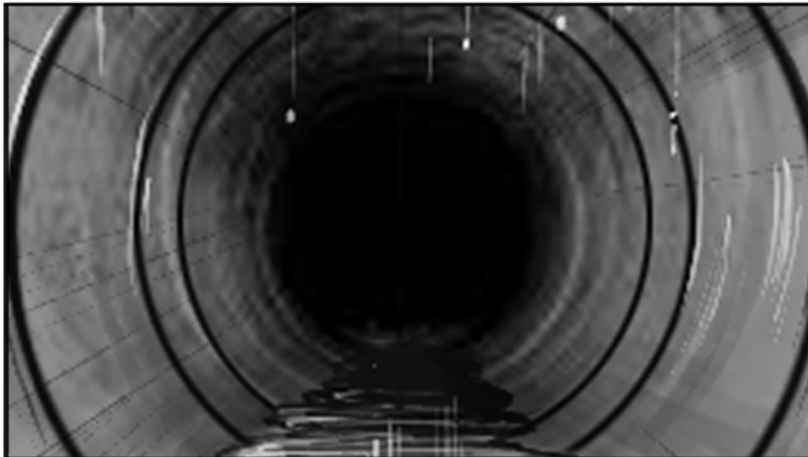


CLOSER ON  
WALKER

(REPEAT NOISE?)

CUT

SHOT 6



WALKER'S POV

CUT

SHOT 7



PROFILE MCU  
WALKER RESUMES  
CRAWLING FASTER



FASTER TRACKING →

(CONT'D)



SHOT 7A



PROFILE MCU  
STRAND RESUMES  
CRAWLING FASTER --

FASTER TRACKING →

(CONT'D)

SHOT 7B (CONT'D)



PROFILE MCU  
MADISON RESUMES  
CRAWLING FASTER --

FASTER TRACKING →

(CONT'D)

SHOT 7C (CONT'D)



-- BUMPS HEAD ON TOP  
OF TUNNEL, DROPS  
FLASHLIGHT!

↓ CUT  
LIGHT

SHOT 8



PUSH IN AS MADISON  
DROPS LIGHT --

SHOT 8 A (CONT.D)



(CONT.D)

-- PUSH IN AS MADISON  
LOOKS DOWN FOR  
LIGHT --

SHOT 8 B (CONT.D)



(CONT.D)

-- LOOKS UP --

(CONT.D)

SHOT 9



-- CUT TO BLACK!

CUT

SHOT 10

OTS (M) REACTION  
SHOT (S)CUT

SHOT 11

OTS (S) REACTION  
SHOT (W)CUT

SHOT 12



STOP

TILT UP TO  
HER FACE --

CU ON MADISON'S  
HANDS SEARCHING  
FOR LIGHT IN  
WATER / MUCK --

TILT  
UP

START

(CONT.D)

SHOT 12 A (CONT.D)



-- ON HER FACE  
AS SHE LOOKS UP  
AND REACTS!

CUT



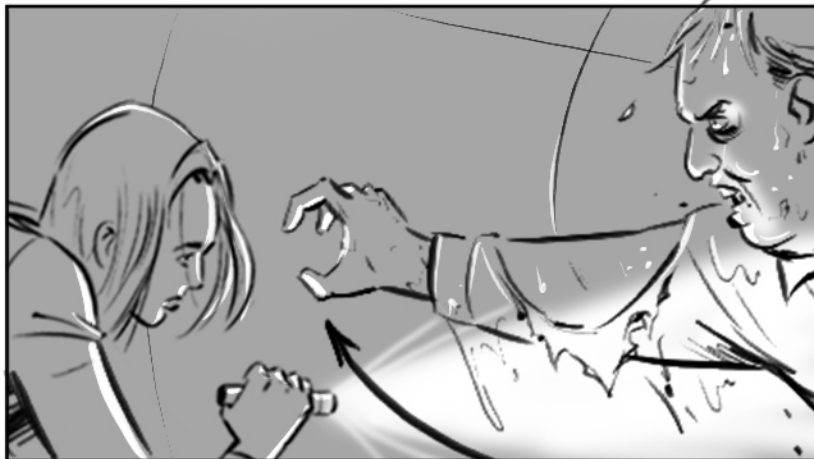
SHOT 13



CU REVEAL OF  
BLOATED ZOMBIE  
BLOCKING TUNNEL!

CUT

SHOT 14



MS PROFILE SAME  
AS ZOMBIE REACHES  
FOR MADISON!

CUT

SHOT 15



OTS MADISON  
AS SHE TURNS  
BACK TO CALL  
FOR HATCHET

CUT

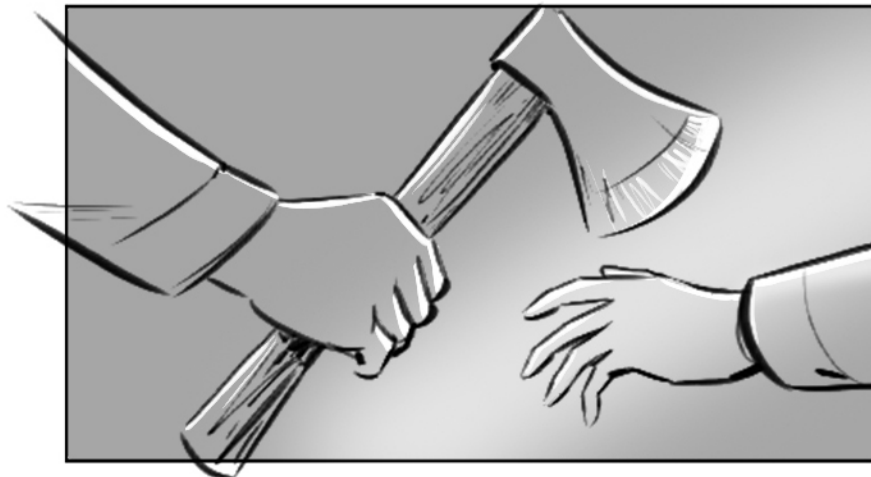
SHOT 16



WS FROM BEHIND  
GROUP AS WALKER  
PASSES HATCHET TO  
STRAND

CUT

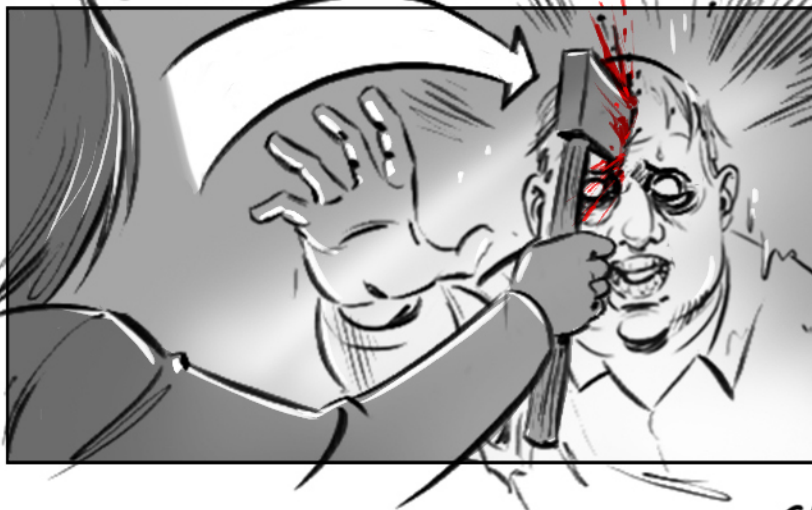
SHOT 17



INSERT SHOT STRAND  
HANDING HATCHET TO  
MADISON

CUT

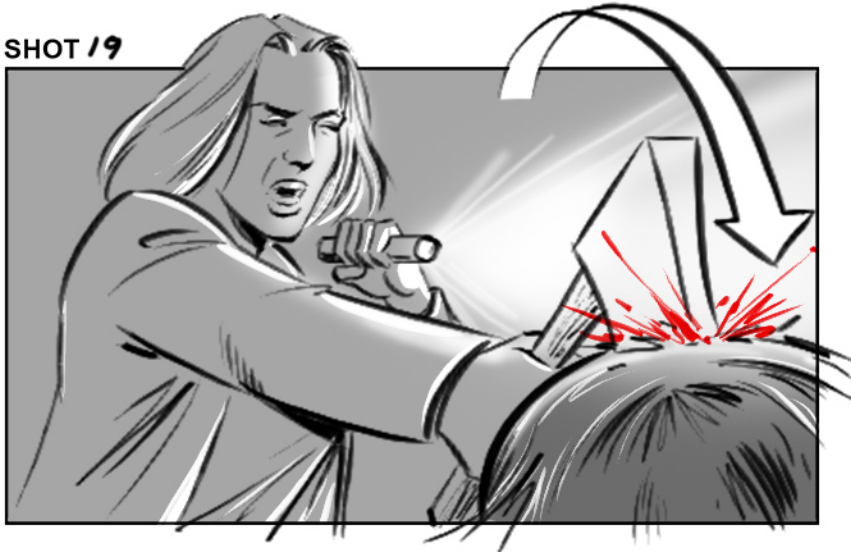
SHOT 18



OTS MADISON AS  
SHE HACKS INTO  
ZOMBIE'S BRAIN!

CUT

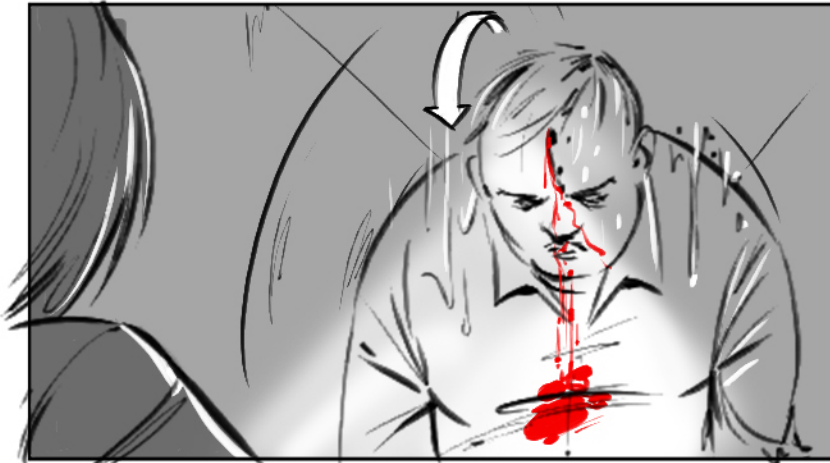
SHOT 19



OTS ZOMBIE  
AS MADISON  
HACKS INTO HIM

CUT

SHOT 20



REV. ANGLE  
ZOMBIE SLUMPS  
FORWARD (STILL  
STUCK) HEAD DOWN

SHOT 20 A (CONT.O)

(CONT.O)



PUSH IN W/ (M)  
AS SHE HACKS  
AWAY AT HIS  
NECK

CUT

SHOT 21



CU MARISON  
HACKING AWAY  
(BLOOD SPLATTERS?)

CUT

SHOT 22



CU STRAND  
REACTION

CUT

SHOT 23



CU WALKER  
REACTION

CUT



SHOT 24



MWS MADISON  
PASSES DECAPITATED  
HEAD TO STRAND--

CUT

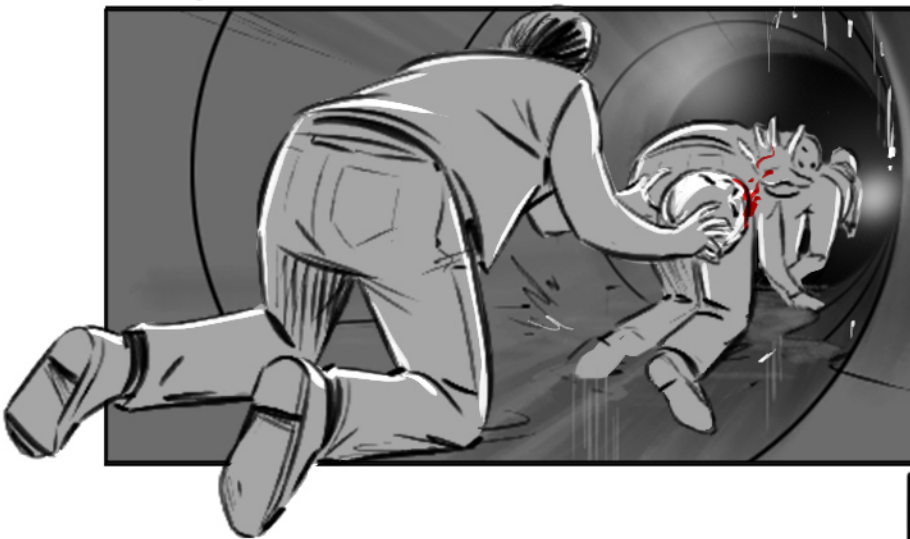
SHOT 25



MS PROFILE  
STRAND TAKES  
HEAD--

CUT

SHOT 26



-- PASSES IT  
TO WALKER--

(CONT'D)

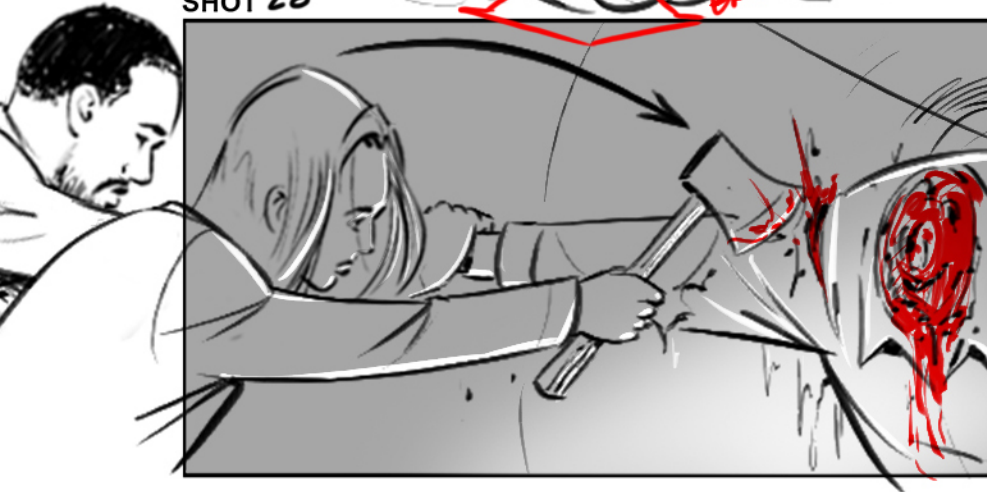
SHOT 27



-- HEAD ROLLS  
TO / PAST CAM!

CUT

SHOT 28



MS PROFILE  
MADISON HOLDS  
ARM AND HACKS  
AT SHOULDER!

CUT

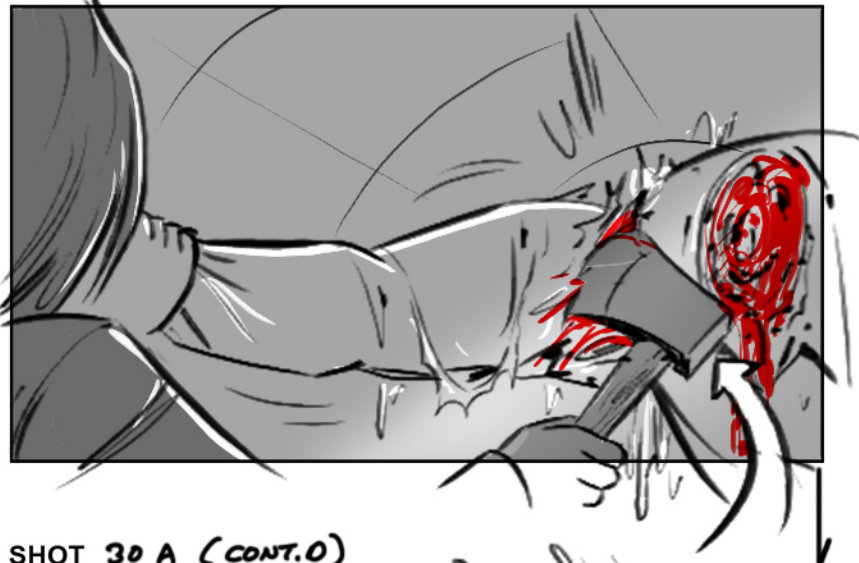
SHOT 29



CU MADISON  
HACKING

CUT

SHOT 30



OTS MADISON  
ZOMBIE ARM STARTS  
TO COME LOOSE --

(CONT.O)

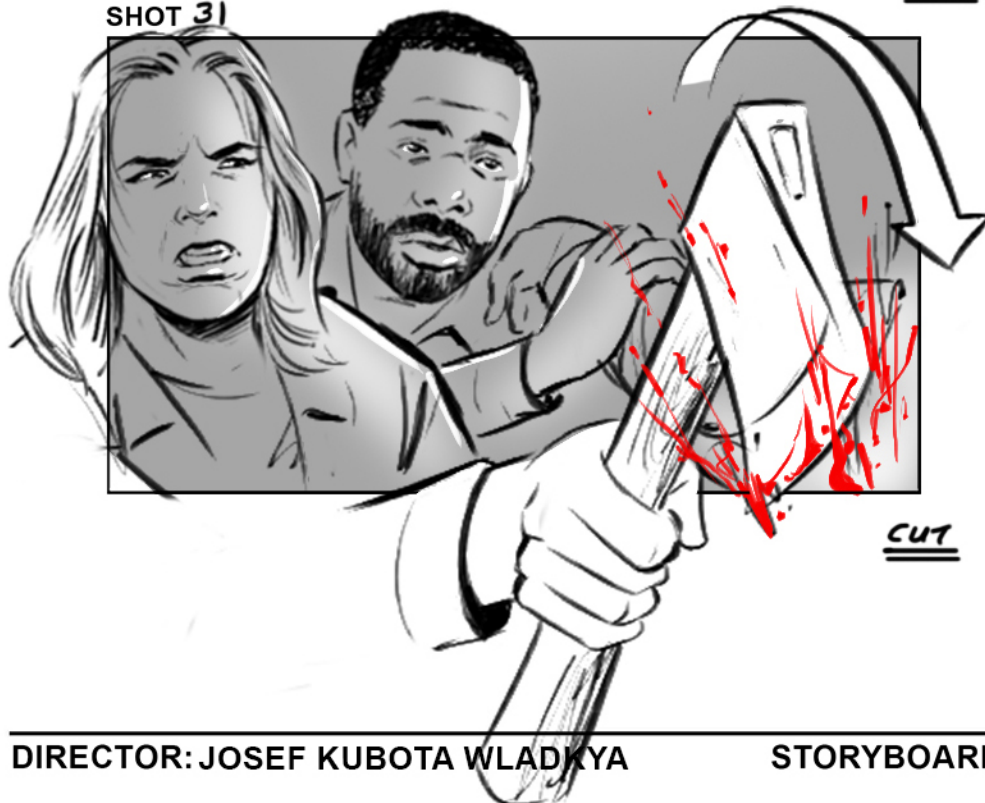
SHOT 30 A (CONT.O)



-- TEARS OFF  
SUDDENLY AS WATER  
GUSHES OUT AND  
MADISON IS KNOCKED  
BACK --

CUT

SHOT 31



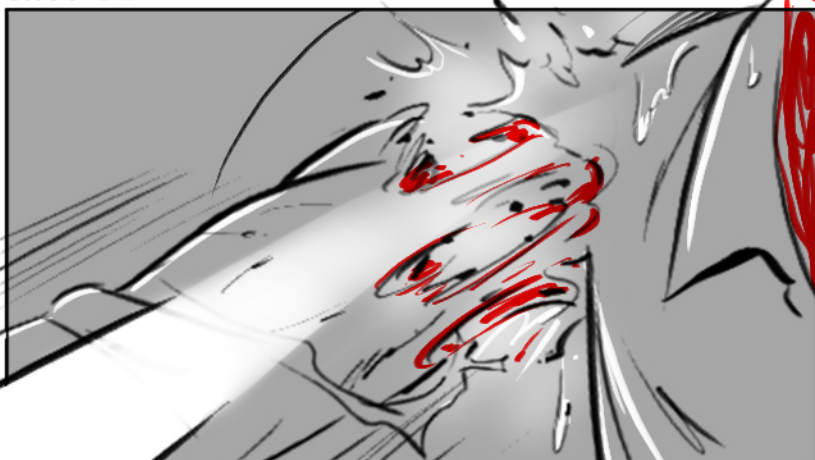
REV. ANGLE  
MADISON CHOPPING  
TOWARDS CAM AS  
STRAND HOLDS ARM --

CUT

<END SCENE>



SHOT 32



CU ARM / SHOULDER

ARM TEARS OFF --

SHOT 32 A (CONT.O)



(CONT.O)

-- WATER GUSHES  
OUT AS ARM  
COMES OFF!

SHOT 33



CUT

REV. ANGLE

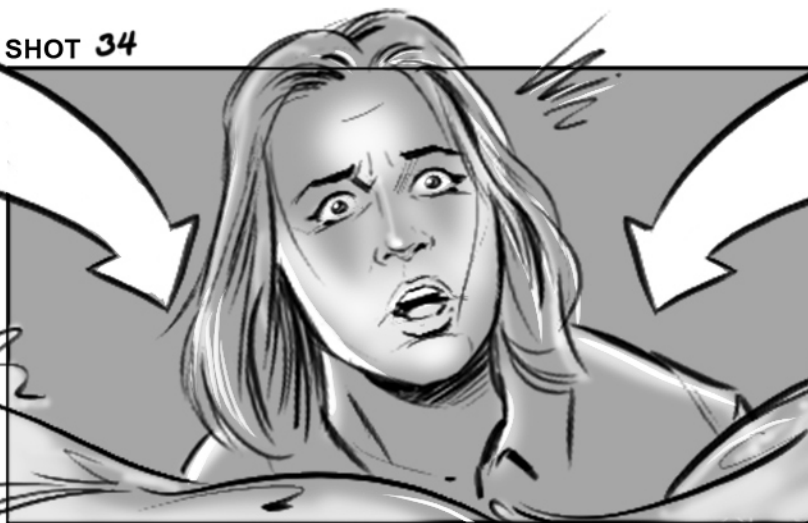
ARM COMES OFF  
AND STRAND FLIES  
BACK!

CUT

<END SCENE>



SHOT 34

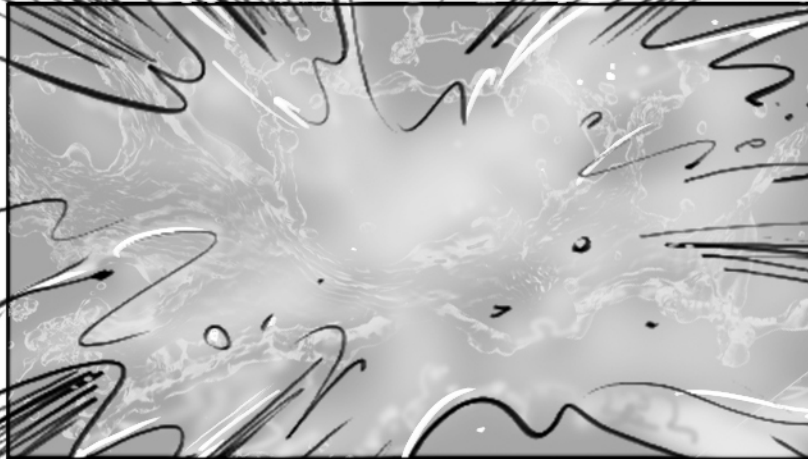


\* ALT. TAKE

REV. ANGLE AS  
WATER ENGULFS  
MADISON--

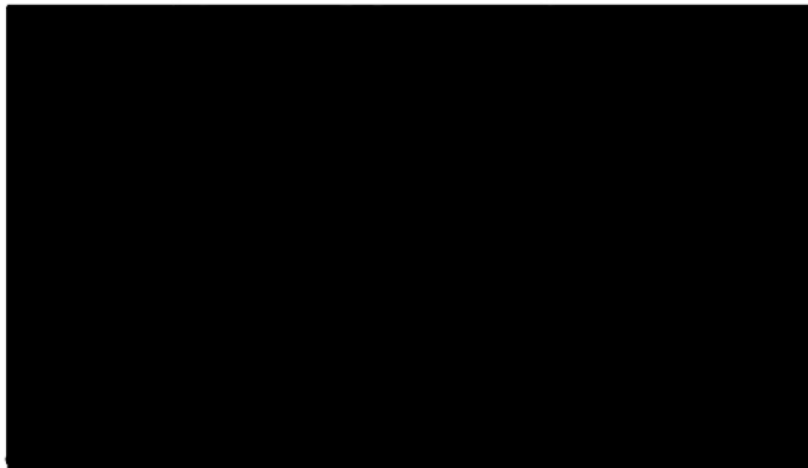
(CONT'D)

SHOT 34A (CONT'D)

-- WATER FILLS  
FRAME!

(CONT'D)

SHOT 34 B (CONT'D)

FRAME GOES  
BLACK!CUT TO BLACK

&lt;END SCENE&gt;