

FUTURE DOM

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Color coding:
- Blue text for in-game.
- Black text for cinematics.

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FADE IN:

INT. ECUMENOPOLIS - DAMA'S HQ - SAM'S BEDROOM - NIGHT

SAM'S POV: Pitch black. In the background, the light HUMMING of spaceships flying. Slow BREATHING for a few beats. Everything is at peace. Until STOMP STOMP STOMP. Somebody HAMMERS the door.

DYAM (O.S.)
Sam?

A beat and... More HAMMERING.

The player can choose:

- Option A1: Leave me alone.
- Option A2: Why are you doing this to me?

Option A1:

SAM
Leave me alone.

A beat of silence. Sam hears the light HUMMING of the spaceships again.

DYAM (O.S.)
Ha ha! You really thought I would
just go away like that!

Dyam now knocks on the door with a cool rhythm.

DYAM (O.S.) (cont'd)
(singing)
What about a marvelous song sang by
your wonderful favorite brother to
celebrate the most important day of
your life?

Option A2:

SAM
Why are you doing this to me?

DYAM (O.S.)
I think you meant to say, "Thank you
my wonderful favorite brother for
waking me up for the most important
event in my entire life."

As Sam opens his eyes the room dims itself, its brightness follows the movement of his eyes.

SAM
You're my one and only brother.

DYAM (O.S.)
"One and only." How nice does that
sound?

Sam sits on the side of the bed. His vision is lightly blurred, but it reveals a big flamboyant room decorated in a futuristic, psychedelic, and art deco fashion.

DYAM (O.S.) (cont'd)
You know how much time you have left
before the ceremony?

SAM
I'm up.

DYAM (O.S.)
Good you don't want to make our
amazing family wait for the new Seer.
Ooh ooh ooh!

SAM
Dyam. Are you jealous?

END SAM'S POV.

DYAM DAMA storms in. He looks like he is 15, even though he is way older than that. He has no hair, an alien-like face, but charming regardless.

DYAM
(triumphantly)
Ha! Look at me. What could make me
jealous?

SAM DAMA (20), young and good-looking, stares at Dyam.

The player has control of Sam. As Dyam and Sam talk, the player explores the room.

SAM
That Hypatia told me I have the
potential to be the best Seer in the
family.

DYAM
Just wait for the ceremony, you'll
discover more.

SAM
What do you mean?

DYAM
Why don't you ask your mommy Hypatia?

SAM
She's not my mom.

Dyam searches Sam's closet.

DYAM
I wonder sometimes...

On a small table, there is a collectible. It's a squared
drawing in the style of Karl Jung's Navajo mandalas. Each
one of these collectibles symbolically represents a part of
the Dama consciousness' evolution.

After the player picks up the card, Dyam asks...

DYAM (cont'd)
Where's your robe?

SAM
Saffron has it.

DYAM
Sam. Of all the people to design a
robe, you had to pick Saffron.

SAM
I--

Dyam SHIVERS.

DYAM
Whatever, let's go grab this robe. O
Great Seer.

Dyam shuffles Sam's hair.

He ironically bows while leaving the room, Sam follows.

INT. ECUMENOPOLIS - DAMA'S HQ - CORRIDOR - NIGHT

Sam and Dyam walk along a windowed corridor.

SAM

Saffron's not that scary.

DYAM

He's scary and weird. That's even worse.

They are on top of a building piercing the atmosphere. The incredibly tall cold-looking buildings contrast with the colorful interior design of the Dama's HQ. It couldn't be a more packed urban space out there even if the giant buildings are sparse on the planet.

Drones and various vehicles fly close to the windows. Some leave or enter the planet's atmosphere whereas others roam around the planet-city.

The player can choose to take a moment to appreciate the beauty of the universe.

If so, Sam approaches the windows of the corridor. His eyes go from a spaceship leaving the planet and disappearing in the nothingness of the galaxy. He stares for a few beats at the glittering stars.

DYAM (cont'd)

What are you doing? It's not like we can see that all the time. Let's go already!

The player follows Dyam.

There is a door at the end. It opens. Dyam bumps into HYPATIA DAMA, a gracious woman in her mid-30s. She wears an elegant long dress mixing emerald and a blushy red.

HYPATIA

Ha, my dear Sam!

The player can choose:

- Option B1: Sorry, we don't have time!
- Option B2: Are we late?
- Option B3: I'm so excited to show you my robe!

Option B1:

SAM
Sorry, we don't have time, mom... Uh.
I mean Hypatia.

Dyam giggles behind Hypatia.

Hypatia lovingly put a hand on Sam's shoulder.

HYPATIA
You're stressed out by the ceremony.

SAM
(glaring at Dyam)
I'm okay.

HYPATIA
I'll be there to make sure
everything's fine.

Dyam mimics swaying a baby. It annoys Sam.

SAM
We have to go now.

Sam and Dyam walk away.

HYPATIA
You're going to be great, my little
Seer.

Option B2:

SAM
(stressed)
Are we late for the ceremony?

HYPATIA
Don't worry.

SAM
Oh my god. I'm so sorry. I swear I
just wanted to take a small nap to be
refreshed and ready. I didn't mean
any disrespect--

DYAM
Sam.

SAM

What?

DYAM

She's the one leading the ceremony and she's here. It obviously didn't start--

HYPATIA

Dyam. Don't be mean like that.

Hypatia caresses Sam's cheek and goes away. Sam is agape.

Option B3:

SAM

Hypatia, I can't wait for you to see my robe.

HYPATIA

How come you're not already wearing it?

SAM

It's at Saffron's place.

HYPATIA

Saffron?

DYAM

(stressed)

Nothing serious. It's just a one-time collaboration.

SAM

I'm sure you are going to like it. You'll be proud of your little Seer.

Dyam furrows his brows "WTF dude?"

DYAM

Okay. I think we better go if we want to be in time for the ceremony.

Dyam and Sam go away. Hypatia sighs and lovingly looks at them walk away.

Dyam and Sam enter an elevator.

As they enter it...

... if player chose B1,

SAM
Don't say anything.

DYAM
I won't... my little Seer.

... if player chose B2,

DYAM (cont'd)
(muffled)
Don't be mean like that.

... if player chose B3,

DYAM (cont'd)
Dude. "You'll be proud of your little
Seer?"

SAM
I don't know. I panicked, okay?

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

The elevator doors open, revealing Dyam and Sam.

The player and Dyam enter Saffron's quarters. The player can walk around Saffron's quarters.

Everything is in the same tone and patterns as the rest of the family's building, but with darker colors. There are doors leading to a mysterious room on the opposite side of the elevator.

Dyam SHIVERS.

SAM
Relax.

DYAM
I don't know who gives me the creeps more, Hypatia or Saffron.

Sam shakes his head.

Sam explores the place. Dyam follows him, scared.

There is a stone on a pedestal. It seems normal but something in its reflection hints at an abnormality.

On a table, a collectible. It is a small elongated black stone. When the player picks it, he can examine it. On the other side, there is the word "Connectedness."

When the player picked up the black stone...

START CINEMATIC

The doors of the mysterious room open.

It startles Dyam. Sam swiftly puts the black stone in his pocket.

SAFFRON DAMA (50s), a weird blend of Darth Vader, a goth and a hippie, walks toward them.

SAM
(whispers)
Okay, now I see it...

DYAM
Yeah, right?

SAFFRON
Sam. What a day for you! Let me find
it for you.

Saffron enters an adjacent room that looks like a workshop.

A curious Dyam goes for the doors where Saffron came out.

SAM
(whispers)
What are you doing? Come back. That's
rude.

DYAM
I'm sure he is experimenting on
people in there.

SAFFRON (O.S.)
Who do you think you are?

Dyam freezes. He points at the doors.

DYAM
People said you're doing--

Saffron stands a few meters away from him with the ROBE.

SAFFRON
People gossip too much, and they
don't talk enough about what I do for
the family.

Saffron turns to Sam and hands him the ROBE. It has complex
psychedelic shamanic patterns with various degrees of black
and white. It also has a red lining.

INT. ECUMENOPOLIS - DAMA'S HQ - ELEVATOR - NIGHT

Dyam and Sam stand in the elevator talking. Sam wears his
robe proudly.

SAM
What do you think?

DYAM
He's definitely hiding something.

SAM
About the robe.

DYAM
Oh. Yeah.

SAM
What?

DYAM
You really don't get it, don't you?

Sam is at a loss.

DYAM (cont'd)
Next time don't ask Saffron.

SAM
It's a nice robe.

DYAM
Oh gosh. You're putting yourself in
the corner. Unnecessarily.

SAM
I don't understand he's a kind
person.

DYAM
Yeah, sure.

END CINEMATIC

INT. ECUMENOPOLIS - DAMA'S HQ - TEMPLE - NIGHT

A path in a nave leads to an altar in a large circular area. On each side of the path, there are members of the Dama family dressed accordingly.

Hypatia stands in front of the altar.

The player walks toward the altar as he talks with Dyam. They can see the disapproving faces of the family members.

DYAM
Coming in naked would have made less of a statement.

SAM
Isn't the whole point of this ceremony to celebrate my identity?

DYAM
Ha! And you believed them?

They arrive a few feet in front of Hypatia. With a gesture of the hand, she invites Sam to join her. Dyam goes in line with the rest of the members of the Dama family.

START CINEMATIC

Sam approaches Hypatia and kneels down in front of her. Hypatia lays her eyes and on him and...

... if player chose B1,

Hypatia puts her hand on his shoulder like she did previously.

Dyam sways an imaginary baby while silently saying "I love you mommy."

... if player chose B2,

Hypatia caresses Sam's cheek again.

HYPATIA
 Everything is going to be fine. Trust
 me.

... if player chose B3,

HYPATIA (cont'd)
 (whisper)
 How can I be disappointed in you?
 Still, you have so much to learn.

Hypatia addresses the crowd.

HYPATIA (cont'd)
 We are united today to celebrate,
 Sam, our new Seer. He represents
 youth; the growth of our family.

A beat of awkward silence. Sam doesn't know what to expect
 nor what to do.

Hypatia starts SINGING.

Sam closes his eyes.

The members of the family accompany her by SINGING crescendo
 (in the style of Bobby McFerrin in the album Circlesongs).
 The song is spiritual and trance-like.

While still SINGING, the family circles the altar.

Everybody is around the altar and the song reaches a CLIMAX.

Then it stops, Hypatia still carries the SONG. Majestically,
 her hand goes to Sam's forehead.

Right before her hand reaches his forehead, Sam opens his
 eyes in anticipation.

Hypatia's hand reaches his forehead.

Sam is projected through a tunnel of light.

END CINEMATIC.

INT. ECUMENOPOLIS - DAMA'S HQ - TEMPLE - (QUI)

The player, stunned and disoriented, is still in the temple,
 but everything is so white and bright. He is in another
 dimension.

HYPATIA
I'll guide you in here.

Hypatia didn't move. It is too bright to see the rest of the family, but they can hear the singing.

The player can walk around the altar while he talks with Hypatia.

HYPATIA (cont'd)
You knew about Qui. The dimension
only our family can access.

SAM
Of course, I know. What about it?

A SWOOOOOSH on his left startles him.

Lines of different colors appear from nowhere, they originate from a single point far far away on the left. They branch out and they continue to branch out the further right they travel.

It seems like they never stop growing. They are dynamic, they change position and color.

This phenomenon piques Sam's curiosity.

HYPATIA
Generations of Seers developed our
plan of the future and made our
family and the galaxy prosperous.
Your destiny is serve the Dama by
working side by side with them.

Hypatia nudges Sam.

He carefully approaches the lines.

He touches them.

He is projected in a tunnel of light.

**INT. SOMEWHERE IN THE GALAXY - DAMA'S SPACESHIP - COMMAND
CONTROL ROOM - NIGHT**

Hypatia stands in the middle of the room giving various orders.

The player can go around the room, but it's as if nobody sees him.

Through the window, he can see a highly-industrialized planet. Lightnings spark out of the surface.

A COMMANDER comes to Hypatia.

COMMANDER
The Lutaus just rejected your offer.
They think you're bluffing.

HYPATIA
Launch it.

COMMANDER
You know what that--

HYPATIA
Give them a taste of their own
barbarity. There is no other choice.

The Commander walks away and gives an order to somebody at a control command.

A small luminescent dot appears through the window. It slowly moves toward the planet. Only the BUZZING of this dot can be heard.

It approaches the atmosphere. A shield surrounds the planet as it detects the threat. But the dot goes through the shield like it doesn't exist.

It menacingly continues its course toward the planet.

The anticipation of the encounter suspends time in the room. Not a single noise can be heard.

The dot reaches the planet. It implodes and everything concentrates at its core.

A big WOOSH resonates emitting a wave of energy. It shakes the spaceship.

A beat of complete silence and KABOOOOOOOOM. The planet explodes. A wave of debris and smoke goes toward the spaceship.

The spaceship trembles for a beat. The light goes off.

INT. ECUMENOPOLIS - DAMA'S HQ - SAM'S ROOM - NIGHT

The room is pitch dark. STOMP STOMP STOMP.

DYAM (O.S.)
Sam! Get out! The Lutaus are coming
after us. We need to go. Now.

The door opens. The light comes in through the door. Dyam looks around.

DYAM
Damn. Where is he?

He leaves. The door stays open.

The player follows Dyam out of the room.

INT. ECUMENOPOLIS - DAMA'S HQ - CORRIDOR - NIGHT

Dyam rushes left. The corridor illuminates suddenly, blinding the player.

A beat later, the light dissipates. Dyam is gone. The player is left alone with what unfolds in front of his eyes.

Outside, spaceships shoot at Dama's buildings. Floors explode. Ships try to leave the massive structures but they barely move a few feet before lasers disintegrate them instantly.

A spaceship flies in direction of the HQ, a laser cuts it in the middle. Half of it rushes in Sam's direction.

The player has a second to dodge and the debris of the spaceship crashes a feet from him.

Sam closes his eyes for a second, relieved.

**INT. ECUMENOPOLIS - LUTAU'S HQ - THRONE ROOM - NIGHT
(CINEMATIC)**

Sam opens his eyes.

The Dama's HQ is in the middle this chaotic battle.

In the highest room of the highest tower of the planet-city, ALAN LUTAU, an elegant mysterious figure watches the bloodshed unfolding in the dark.

Only the light of the explosions and the lasers light up the room. A Daft-Punk helmet covers his head. It reflects the light thrown at it by the explosions.

A GENERAL from the Lutau family enters the room.

LUTAU GENERAL
Sir, we are ready for the next--

ALAN LUTAU
I know.

LUTAU GENERAL
Shall we proceed?

ALAN LUTAU
I told them already.

The General inhales to say something.

With a hand gesture, Alan indicates to the General to leave.

At the same time, an imposing spaceship moves above the Dama's HQ.

ALAN LUTAU (cont'd)
Now.

The spaceship in position fires a huge vertical laser.

It pierces the top of the HQ and goes down to the bottom of the building in a matter of seconds. All the windows explodes.

SAM
Dyam. No!

The laser intensifies. A beat later, it is the whole building that explodes and gets vaporized.

Alan senses something and slightly turns his head in Sam's direction.

INT. ECUMENOPOLIS - DAMA'S HQ - TEMPLE - NIGHT (CINEMATIC)

Sam gasps for air. He is back in the ceremony.

His eyes widen when Hypatia appears in his sight.

HYPATIA
Are you alright?

Sam shakes his head, trying to keep a straight face like nothing happened.

Dyam smirks at his reaction.

SAM
Y... yes. I'm good.

Hypatia puts her arm around Sam's shoulders. She helps him to stand up.

HYPATIA
Let's celebrate Sam Dama, our new
Seer.

The member of the family sing a celebration song in the style of Wailers by Bobby McFerrin. They dance in rhythm to the song.

Hypatia grins and turns to Sam. He forces a smile, still trying to process what happened.

HYPATIA (cont'd)
We have so much to accomplish
together.

She hugs him stronger. Sam cringes.

Dyam shakes his head.

EXT. ECUMENOPOLIS - STREET - DAY

Sam's disturbed face.

Dyam is by his side in a crowded street.

DYAM
You understand now?

SAM
What are you talking about?

DYAM
You wouldn't make this face if you
didn't see something terrible back in
there.

SAM
And?

Dyam shows that it's obvious.

SAM (cont'd)
It's not because I saw one path of
the future that it's becoming true.

DYAM
Don't be so stubborn.

SAM
So far, our family has done amazing things for the galaxy. We brought many different sides together.

DYAM
Yeah. That's what your mommy Hypatia hammered in your head--

Sam stopped listening.

SAM
I'm hungry.

Dyam, a bit disappointed, stares in front of him. A beat. Something makes him smirk.

DYAM
Fine. Let me show you something then.

Sam is slightly intrigued. Dyam points at the other side of the street.

DYAM (cont'd)
See this guy cooking.

On the other side of the street, a RUGGED MAN cooks on a rusted food cart.

SAM
What about him?

DYAM
I'm going to teach you something. Pay attention.

The Rugged Man still cooks.

SAM
What am I suppose to--

The Rugged Man walks in their direction with something in his hand.

He arrives in front of Dyam and gives him a sandwich.

Dyam takes a bite. Sam is discombobulated.

DYAM
Your turn now.

The player takes control of Sam.

SAM

How?

DYAM

Get in Qui.

The player learns how to get in Qui.

DYAM (cont'd)

Focus on the guy.

The player aims at the Rugged Man behind his food cart. He has to press a combination of buttons. Poof. Sam lands in the body of the Rugged Man.

DYAM (O.S.)

I made you a sandwich as well. Just pick it up and bring it to yourself.

The player can now control the Rugged Man. He takes the sandwich. While he crosses the street, he dodges a few vehicles and people running around. Finally, he gives himself the sandwich.

The player goes back to Sam's body.

Dyam peacefully eats his sandwich while Sam can't believe his eyes.

DYAM

Yep. That's what we can do.

SAM

What else? Why didn't people show me that earlier?

A loud GROAN divert their attention.

The Rugged Man glares at them. He speeds up in their direction.

DYAM

(shrugs)

That sometimes happens. Go.

The player has to escape by following Dyam. On the way, they have to parkour while dodging obstacles, people, and cars.

At some point, the player catches up with Dyam. Sam pants while talking to Dyam. Dyam looks like he has done that all his life. The player still parkour and dodges all the while.

SAM
We shouldn't be doing this.

DYAM
People in our family do way worse
everyday.

SAM
Yeah. Like what?

DYAM
I'm glad you finally ask.

Dyam smirks annoyingly once again.

DYAM (cont'd)
You won't trust me if I tell you. So,
I'll just show you.

A few more jumps here and there and they escape the Rugged
Man.

INT. ECUMENOPOLIS - DAMA'S HQ - LOBBY - NIGHT

Sam and Dyam arrive panting in the lobby. It is lively, many
people roaming around.

DYAM
Okay. Now, choose somebody outside
our family and take control of their
body.

SAM
Why not from our family?

DYAM
I don't want to get in trouble.

SAM
After what just happened?

DYAM
You clearly don't have the skills yet
anyway.

The player goes in Qui. He can choose from various persons.
If he chooses a member of the Dama family, they will say "Do
you know who I am?" or "Don't even try." or "You're going to
regret doing this."

When the player controls the body of the PUPPET...

DYAM (cont'd)
Come with me.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

The player is in Saffron's quarters controlling the Puppet.

SAM (V.O.)
What do I do now?

DYAM (V.O.)
Just trash the place. Get his
attention. Anything.

The player messes up with the place making a ton of NOISE.

SAFFRON (O.S.)
What are you doing?

Sam freezes.

SAM (V.O.)
And now?

DYAM (V.O.)
Just run. Get out of here!

The player runs to the elevator.

INT. ECUMENOPOLIS - DAMA'S HQ - CORRIDOR - NIGHT

The Puppet runs out of the elevator leading on the corridor.
A few seconds later, Saffron runs after him.

Sam and Dyam get out of the shadows on each side of the
elevator and get inside.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

The elevator doors open, revealing Dyam and Sam.

They enter the barely lit quarters of Saffron.

Dyam SHIVERS.

SAM
Each time we come here, you're going
to have this reaction?

DYAM

What? Oh no. I was just cold.

Dyam goes toward the doors leading to the dark mysterious room. He inspects them.

SAM

So?

DYAM

There's this weird digital pad but we need a particular pattern to solve it. Look in the workshop and try to find something.

The workshop displays dim light in the darkness of the main room.

**INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS -
WORKSHOP - NIGHT**

Sam goes in the workshop. The walls are full of paintings and drawings. They are elegantly chaotic, so many different patterns on those walls. It's overwhelming.

The player can pick up some of the paintings and drawings and examine them.

DYAM (O.S.)

Found something?

SAM

Just patterns. So many of them.

There is a table in the middle of the workshop full of drawn clothing patterns.

DYAM (O.S.)

Look for some common forms. And hurry up, in case you didn't know, I don't like being in here.

There are also a few mannequins with robes and different clothes on. The patterns on those are as aesthetically chaotic as the patterns on the wall.

The player can examine the clothes as well.

If the player goes out of the workshop...

DYAM
Get back in there! Have you tried
getting in Qui?

The player goes in Qui. On the clothes, drawings and clothing patterns that the player could interact with, there are now symbols sticking out.

The player examines the different objects until he finds the right symbol common to all those objects.

SAM
Dyam! I found it.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

Sam goes to the door. Before he can reach the digital pad...

START CINEMATIC

Dyam and Sam turn toward the elevator. Somebody's in there! The numbers are going down to Saffron's Quarters.

DYAM
Go for it. Now.

END CINEMATIC

The player selects the digital pad. He has to reproduce the pattern on it with the different forms displayed.

DYAM (cont'd)
It's almost there.

SAM
I got it!

Sam solves the puzzle. The door opens. Sam and Dyam get inside the dark mysterious room.

START CINEMATIC

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - DARK ROOM - NIGHT

The doors of the dark mysterious room close. DING. The elevator arrives at the extreme opposite. Just as the doors of the mysterious room are closed, the doors of the elevator open.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

Saffron gets out of the elevator. He scans the main area.
Complete silence.

He goes around and takes a peek in the workshop. His STEPS
are the only thing heard.

He walks to the doors leading to the dark mysterious room.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - DARK ROOM - NIGHT

Sam and Dyam sit against the doors of the room. They hear
Saffron's STEPS.

Dyam breathes heavily.

Sam turns toward Dyam and puts his finger on his mouth.

Dyam puts his hand on his mouth.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

Saffron looks at the digital pad.

His hand moves towards it to unlock the doors.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - DARK ROOM - NIGHT

Dyam sweats profusely. His face is completely tense.

DYAM
(telepathically)
I can feel his presence. He's right
there.

Dyam's voice surprises Sam.

SAM
(telepathically)
Wait, we can...?

Dyam nods, with both his hands on his mouth now, still
overwhelmed by the situation.

SAM (cont'd)
(telepathically)
Can't he hear us?

Dyam, in the same emotional state, slowly shrugs as if Saffron could hear him shrug on the other side of the door.

DYAM
(telepathically)
I don't know. Just shut up now.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - NIGHT

Saffron's hand is almost touching the pad.

HYPATIA (O.S.)
Saffron. The council requests your presence.

Saffron takes his hand off of the pad.

He examines the doors leading to the dark mysterious room. After a beat, he sighs while turning around. Hypatia is in the elevator, waiting for Saffron.

SAFFRON
About what?

HYPATIA
You're involvement in the life of the new Seer.

Saffron looks at the doors of the dark mysterious room.

INT. ECUMENOPOLIS - DAMA'S HQ - SAFFRON'S QUARTERS - DARK ROOM

Sam and Dyam still sit against the doors.

SAFFRON (O.S.)
When?

HYPATIA (O.S.)
Immediately.

They hear the STEPS of Saffron going away from the door. The WOOSH of the elevator going up.

Dyam falls on the side.

He KNOCKS his head on the floor.

DYAM
(stoic)
Ouch.

SAM
You're alright?

DYAM
Do I like look I'm alright? We were
this close to just be tortured by the
worst person ever. Are you kidding...

Dyam is mesmerized by what he sees.

SAM
What?

Dyam points at the rest of the room.

DYAM
I wasn't expecting that.

END CINEMATIC