

THE NEXT DAY



A close-up shot of a person's hands holding a large, dark, multi-barreled gun. The person is wearing a dark, textured long-sleeved shirt and a dark belt. The gun has a long barrel and a complex mechanism with multiple barrels. The background shows a brick wall, a wooden door, and a tiled floor. A green stool is visible on the right side of the frame.

ARE YOU REALLY SURE ABOUT THAT?

YES, MR. MARINO.



ABORT... THE MISSION.

MRS. DANES AND I HAVE DECIDED...
IT'S BEST TO ABORT THE MISSION.

A close-up, profile view of a man with dark hair and a mustache, wearing a grey suit jacket, a light blue shirt, and a dark red tie with small white dots. He is looking down and to the left, with his mouth slightly open as if speaking. The background features a window with a green frame and a brick wall.

IT'S NOT A DECISION WE MADE LIGHTLY.

BUT THINGS GOT COMPLICATED.
WE'VE BEEN MADE. WE'RE COMPROMISED.



SO TELL ME, MR. DANES...
YOU AND YOUR WIFE-TWO OF THE MOST "TALENTED"
FREELANCERS I'VE HAD WORK WITH-HAVE FAILED.



WE- REALLY SORRY, MR. MARINO...

THE TARGETS?

UNHARMED. WE COULDN'T
GET A CLEAN OPPORTUNITY. AND FRANKLY,
WE DON'T WANT TO MAKE A MESS.

A man with a mustache, wearing a dark turtleneck and a grey suit jacket, stands in front of a brick wall with a window. He is looking towards another man whose back is to the camera. The second man is also wearing a suit. Two horizontal neon lights, one orange and one green, are visible on the brick wall behind them.

YOU DON'T WANT TO MAKE A MESS...
IN MY BUSINESS?

WITH ALL DUE RESPECT, SIR, WE'D RATHER
BACK OUT CLEAN THAN BOTCH THE JOB AND
CAUSE HEAT-FOR YOU, OR FOR US.

A scene from a video game showing two men in suits standing in a restaurant. The man on the left is a white man with a mustache, wearing a grey suit. The man on the right is a Black man with a short haircut and goatee, wearing a dark grey suit. They are in a room with a brick wall, a tiled backsplash, and a wooden dining table with green chairs. Two pendant lights hang from the ceiling.

YOU'RE LUCKY I DON'T PAY IN ADVANCE.
WOULD'VE BEEN A WASTE...

UNDERSTOOD.



HMMM, WHAT A SHAME.

NOW, YOU GIVE ME ALL THE DETAILS.

I'LL JUST TAKE CARE OF THEM MYSELF.



UH, YES, MR. MARINO.

WELL, THAT DIDN'T SOUND GOOD...

LATER...





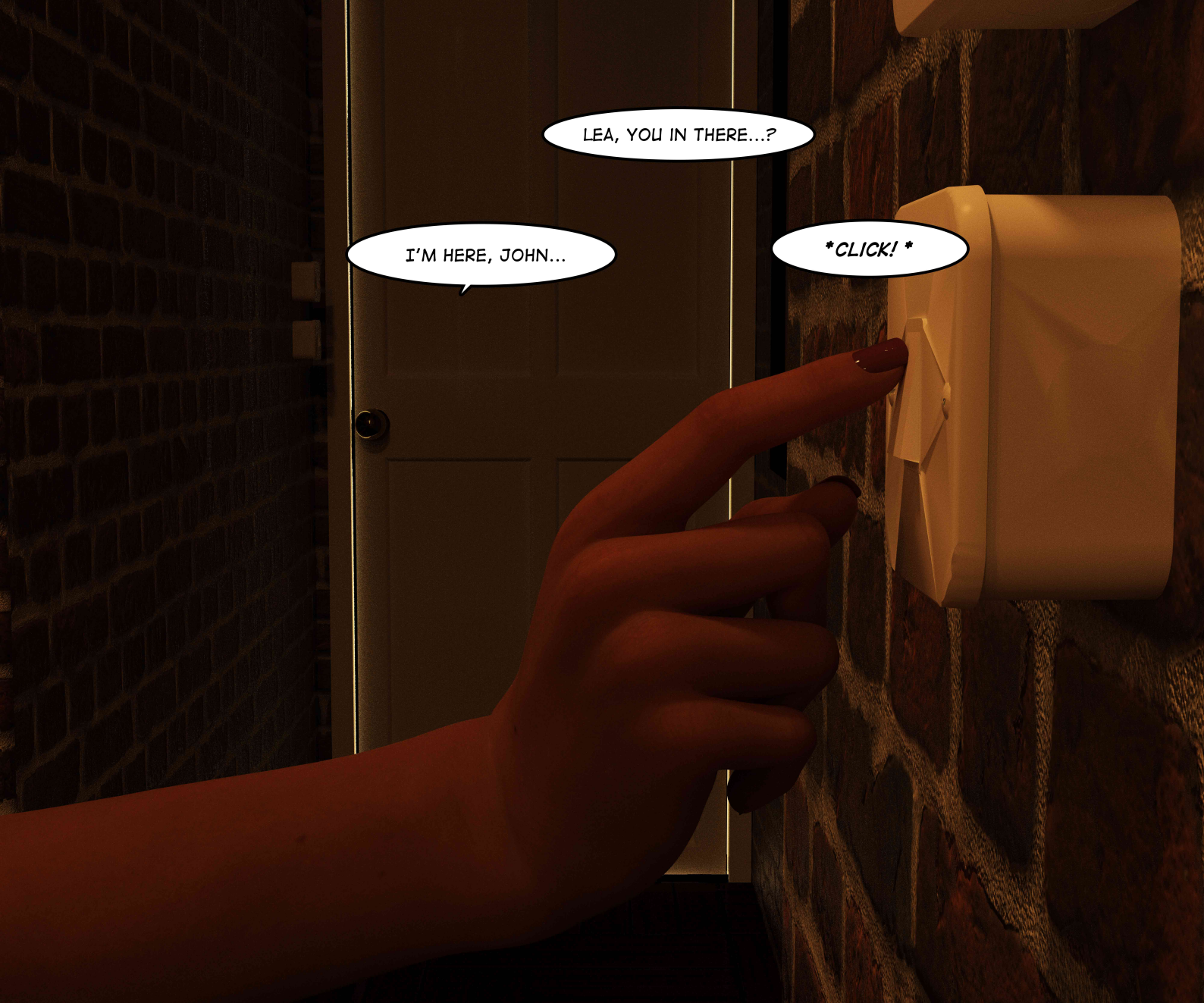


I'M HOME...!



LEA...?



A 3D rendered scene showing a hand with red nail polish pressing a white doorbell on a brick wall. A white door is visible in the background. Three speech bubbles contain dialogue.

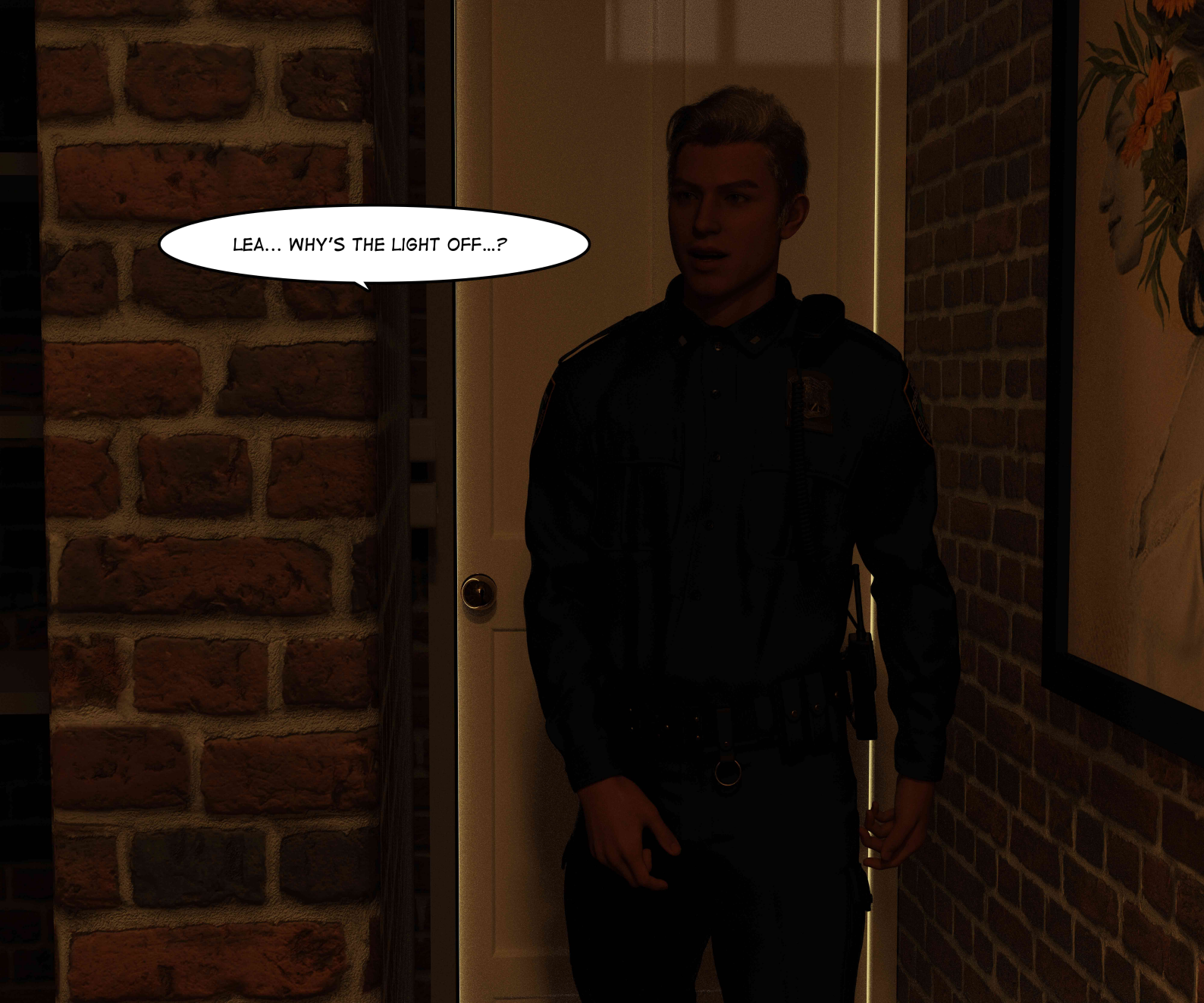
LEA, YOU IN THERE...?

I'M HERE, JOHN...

**CLICK! **



SORRY I'M LATE. WORK DRAGGED
ON LONGER THAN I THOUGHT...

A man in a police uniform stands in a doorway, looking slightly to his left with a concerned expression. He is wearing a dark blue uniform with a tactical vest and a duty belt. The room is dimly lit, with light coming from the doorway behind him. The walls are made of brick, and a framed picture is visible on the right wall.

LEA... WHY'S THE LIGHT...?





LEA...?

A man in a police uniform stands on the left, looking at a woman sitting on a bed on the right. The woman is seen from the back, wearing a red lace-trimmed strapless top and matching shorts. The background is a brick wall with a clock and a doorway. A speech bubble from the man contains the text "H-HEY... WHAT ARE YOU DOING?".

H-HEY... WHAT ARE YOU DOING?

A close-up, low-angle shot of a woman with long, dark, wavy hair. She is wearing a red, lace-trimmed top. The lighting is dim and warm, creating a moody atmosphere. In the background, a brick wall and a window with a metal grate are visible. A speech bubble is positioned to the left of her face.

YOU LOOK NICE IN THAT UNIFORM, JOHN...



LEA... THIS SMELL-ARE YOU...
ARE YOU DRUNK?

JUST A LITTLE.



JOHN... I'LL BE GONE TOMORROW.

WE'RE NOT GONNA
SEE EACH OTHER AGAIN.



WHAT? WHY??

TOMORROW, I'M GOING BACK HOME.

BUT-WHY SO SUDDEN?
DID SOMETHING HAPPEN?



IT DOESN'T MATTER, JOHN.



RIGHT NOW... TONIGHT...

I JUST WANT TO BE WITH YOU.