

## **JACK LYLE SELF TAPE SCENES**

### **Synopsis:**

Jack wakes to find himself in an underground dungeon with his fiancée Sarah and 6 other innocent captives. They have no idea why they are all captive until 3 rules appear on a projector screen:

Rule 1: Play a move every 5 minutes

Rule 2: Miss a move, an innocent dies.

Rule 3: Each piece taken dies.

It all makes horrible sense when a chess board appears on the screen, each piece has one of their names on it, Jack is a Pawn. Surrounding the board are videos of various people that mean something to the captives, including Sarah's parents, who he cares about deeply. They have to play the game or their innocents die... but playing the game will kill them too.

Jack follows Sarah's lead and is innately suspicious of Evie but tries to moderate her behaviour as he is a calming influence. He follows Sarah when she sides with Lucas when he suggests that Evie may actually part of the game that is killing them. When he is faced with the choice of who dies next - him or Sarah – he offers his own life in a hope that Sarah will still survive.

### **Character:**

Jack has had an easier life than his fiancée Sarah and it has created a gentler soul, a kind man who can calm his passionate other half. He would rather talk and relate to the other side, but Sarah is such a strong personality that he tends to fall into line with her. His true nature comes shining through when he gives his life to save Sarah.

### **Deadline for Self Tapes:**

Mid February

### **Callback Dates:**

Early March

### **Shoot Dates:**

Mid / Late July in Sydney

SELF TAPE SCENE 1

*By this stage, 3 captives have died, and Jack knows what's coming. The choice is between him and his fiancée Sarah, one piece has to die. Lucas is pushing everyone to side with him, that if they just lose the king, no one else dies. But Jack is not so sure.*

**INT. UNDERGROUND, HALL - NIGHT**

Sarah, Jack and Lucas are talking firmly but quietly in the background, Sarah nods in agreement. Jack seems less sure, and walks through the pillars. Sarah watches him.

JACK

2 minutes to go.

EVIE

And? Sarah doesn't look to happy with you talking to me.

He shrugs, that's expected.

JACK

If I die, does she live? Will Sarah survive the game if you move me?

EVIE

There's a few ways I can play it, but honestly, it's 50:50 on which of you is the better move right now. But if you get taken, I don't know if I can promise that.

JACK

My innocents, they're Sarah's parents. She wouldn't admit it, but she adores them, she'd fight to the death for them.

EVIE

She may well get her wish then  
(pause)  
Sorry, but she's a bitch.

JACK

Yeah, but she's my bitch, I wouldn't change her for the world.

He glances through the pillars at the screen. Sarah is on her own now, looking up at the screen.

JACK (CONT'D)  
And in one minute... we have to decide.

Evie goes to stand, but Jack stops her.

JACK (CONT'D)  
No. We being Sarah and me. This is something we decide for ourselves, We know it has to be one of us, I just needed to know what you thought.

EVIE  
I'm sorry.

JACK  
Yeah.

Jack walks back out into the pillars, and looks up at the board.

SARAH  
What did she want?

Jack doesn't answer.

SARAH (CONT'D)  
Jack. Talk to me.

Jack turns and looks at her, unflinching.

JACK  
Pawn -

SARAH  
(softly)  
No.

JACK  
B2 to C2.

PAUL  
Move played. Timer reset.

SARAH  
No...

JACK

We never got to say our vows, but this  
is what they mean.

He takes hold of her hand, and the engagement rings stand out  
clearly.

Sarah can't form the words.

JACK (CONT'D)

For better or for worse, in sickness  
and in health, until death do us part.

He puts his arms around her hold her tight as the clock ticks  
down to his piece being taken.

He lets her go.

SARAH

You don't have to. Not yet. He hasn't  
played the move. He might not take you.

JACK

He will. I don't want to stay and  
watch...

He walks on his own down the hall and out.