



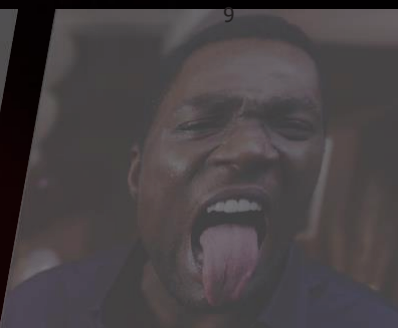
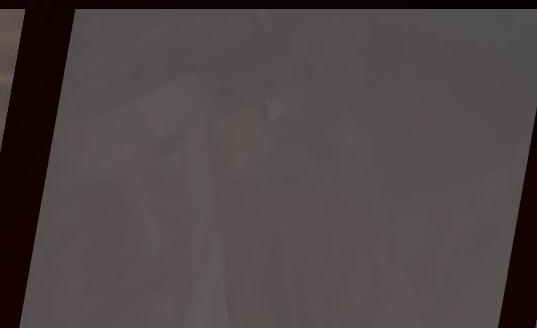
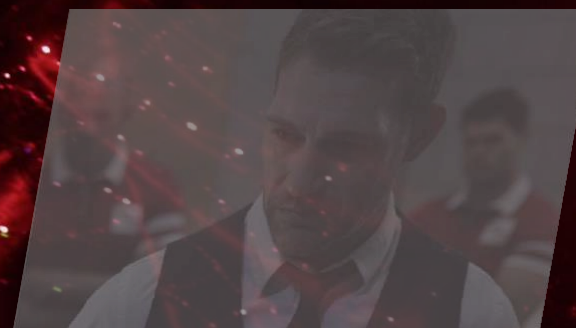
DROWNING ROOM ONLY

1 PLACE

3 NIGHTS

8 LIVES

NO WALLS



DROWNING ROOM ONLY

'Drowning Room Only' is a portmanteau thriller set at one location, an old Victorian building, on three different nights; the first when the building is in ruins, the second while it is a construction site and in refurbishment and the third after it has been developed into modern luxury accommodation. The three stories all carry the same main theme, a young man who, for varying reasons, has to escape the place with his life. Exploring issues such as wickedness and ruin, death and redemption, murder, revenge and absolution, the three stories all interlink and entwine with one another in a variety of ways, secular and spiritual, blackly comic and moving, surreal and disturbing...

PART ONE: THE GIRL I LEFT BEHIND ME

Nathan McAleer is a man with everything; style, looks, money, an endless stream of women falling at his feet. Always chasing the next big deal, Nathan gets more than he bargained for on the day he views an old isolated and dilapidated building with an eye towards purchase for property renovation.

For a mysterious masked woman from his past has set a trap to ensnare him within the baleful place and holds him prisoner there as she turns on her sleek, seductive, wicked charm to play a poisonous and sinister game of cat and mouse.

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Their strange and stilted dalliance continues with queasy frisson and shards of twisted madness until she literally and figuratively brings him to his knees. Broken in defeat, Nathan finally succumbs and lets his tender and savage angel peel back the last fragile layers of his soul until he is stripped naked to his core and eventually able to account for the consequences of a lifetime of sinful arrogance.

PART TWO: THE RUGBY CLUB

Having spent six years in prison for the murder of his niece, Charlotte, twenty-nine year old Caleb Mann is finally released from prison after his conviction is found to be based on a 'false confession obtained under duress' and quashed by the Supreme Court.

But Cal's emancipation is short-lived, as on the night of his release he is kidnapped by his older brother, David Mann, the murdered girl's father, and dragged deep down into the bowels of a remote rundown building, currently in the midst of reconstruction while it undergoes renovation. In the grey and lonely place David, a man tormented by grief, mistrust and guilt, as he struggles to survive in a world that has taken his daughter from him, enlists the help of his three closest friends and together they put Cal on a trial of their own design and try to beat a confession out of him and discover the dark truth of Charlotte Mann's terrible death.

However, despite the unpying brutality his kidnappers rain down on him, Cal refuses to admit his guilt or declare his innocence. As the night drags on, Cal slyly manages to turn the tables on his omnipotent tormentors, goading and provoking them until some long buried secrets and guilty half-truths come unwittingly to the fore. The battle of wits continues and Cal goes to inhuman lengths and suffers unimaginable cruelties in a bid to prove his innocence to his brother, making one bloody sacrifice after another as he tries to trick the real killer out into the dusty light.

PART THREE: YOUR REASONS, NUMBERS 4, 5, 7 & 9

On a Friday night, the week before it is due to be opened to the public for sale, Nathan McAleer's subordinate, surveyor Blake Williams, visits the remote building, now gloriously converted into an opulent luxury home.

On a trumped up assignment, thinly veiling Blake's true intention - a romantic weekend away with his girlfriend - he makes the lonely journey only to hit both trouble and disappointment. After knocking down and killing a dog on his way through the winding wooded roads, he then receives a call from his girl informing him of a death in her family and the fact that he will now have to spend the night at the secluded house alone.

Feeling rejected and disgruntled Blake arrives at the pristine property where, as the night moves on, the glossy surfaces yield to an eerie desolation and the sleek and stylish interiors give way to a prickly sense of indefinable dread. Blake's fear and unease is compounded by the series of strange and sinister calls he receives, wrong numbers and salesmen, all seeming to carry a malevolently unspoken agenda and looming tone of threat. From there on in the night gets creepier and more strange and Blake begins to doubt his own sanity; is his sickly progressive fear and the quick glimpses of strange manifestations he bears witness to being brought about by the building's ghostly past inhabitants, or is his once sound mind teetering into madness?

The ambiguity of Blake's thoughts and his anxiety is worsened by the inescapable intuit that he is being watched and stalked by someone or something out in the surrounding woods and the decision to either stay or flee carries equal proportions of soul-shaking dread.