

(subtitles cont.)

'seaward Mr. Grundy slipt, long limbes and fell that Sunday in waxen's effigy awl rigid noth, his livving-hold cast free to plumb a depth...and rhose he wilt when filled aripe from crypt apyx of myrtle moondreamt wig, sapprophetically epiriddled...'

- JILL: (Interrupting) "All Urope raped while you pittled on...nor beast nor Orphic Yang tobessen..."
- JACK: "I've sailed upon the salt!"
- JILL: "You fell apart from Mason's towerfrock unwinding tales...smess of shit you've leftbehind!"
- JACK: "Mudrock!"
- JILL: "Amorph! And tell me true!"
- JACK: (Uneasily) "...How would it have joyed brave Talbot, long terror of the French, to thinke that after he had lyne two thousand years in his Tombe, hee should triumphe againe on the Stage, and have his boung embalmed with the teares of ten thousand spectators at least who in the Tragedian that represents his person, imagine they behold him fresh bleeding..."
- JILL: "A true an' perfect copy...rot! Tell me another!"
(End subtitles)
- JACK: "Before the sea touned salt..."
- JILL: "You fell!"
- JACK: "I slipt!"
- JILL: (She begins to play more intently with her shadows)
"Jack, what land be this?"
- JACK: "Neverland."
- JILL: "Faker!" (She pauses, then continues to play with the shadows; camera fixes on the wall -- the shadows undergo coloration and begin to matte other shadows.)
"...tell me again, tonight! Who'll come aknocking blue?"
- JACK: "Alistair's dying beast."
- JILL: "What then?"
- JACK: "We'll fael an' sit before an oak, as devils ripe on dawne..."
- JILL: "What wind?"
- JACK: "Beneath ascent of auld ane nickleodeon of starr that rouse and wrathes eye underhoof..."
- JILL: "A lie!"
- JACK: "Another's tale."
- JILL: "(Turning around to taunt him.) What sea? What maze? Who'se off adining in the houlds of Eden? ...What dying beast be born a God?"

END shadow play on the wall. The camera eye works now primarily through the boy's eyes in close-up on utensils, and the old woman's hands -- at times also cutting away and back to Jack & Jill. Emphasis is placed on sharp