

CLERK (CONT'D)

you don't need me for that...  
(pause before quickly  
speaking)

It depends on where you roam as to the room and the realm. You can go to the park and have plenty of room to do a many things... ironically though, there's no room there at all, at least none that you can touch. That's not to say that you can't find a realm there too. In fact, that's more likely.

THETA

(calming his patience)  
I'm just... looking for a comfortable safe place to sleep the night.

CLERK

You should have said that from the start of our conversation. Now... would you like a realm with your room?

THETA

I still don't understand how they are differ-... what do they have in common?

CLERK

Glad you asked! You're wise to ask such a question. One thing they have in common is that they both have doors. Sometimes they are DOORS of PERCEPTION... and other times they are DOORS of OPPORTUNITY. The doors are almost everywhere. Of course you'll need the right keys to open them. Sometimes they're opened from the inside by others, while other times you have to unlock them yourself. And when they open, it's not enough to just stand in the DOOR-WAY... you gotta do the work and walk in. You can step into realms of realization or into rooms of recognition where activities stir.

KEYS OF ALL SORTS HANGING ON THE WALL. CLERK GESTURING TO THE KEYS.

CLERK (CONT'D)

You'll need to talk to a key master or find the keys for them yourself. I happen to be a collector who aspires to be key master... so I can save you some of the work.

PANNING THROUGH THE MANY SHAPED AND COLORED KEYS.

CLERK (CONT'D)

Keys tend to be small, ignored, and overlooked as insignificant.... but oh, the worlds they can unlock! Keys may be icky. They can be funky and quirky. There's Master keys and Skelton keys. Some keys are dark like DAR and the Radar, while others unlock the light like the RAY-key.

CLERK BACK AT COUNTER.

CLERK (CONT'D)

Some doors can be unlocked by multiple keys, each key shifting slightly that which is inside. And when you do unlock a door, walking through it can be quite a challenge. It can get confusing and complicated unless it's clear and easy, in which case it's clear and easy and not confusing and complicated. Often they are right in front of you... you just have to look. Perhaps you'd like our door-tour.

The clerk rings the bell on the counter 4 times.

FADE INTO DARK HALLWAY AS LOBBY DISAPPEARS AND THE CLERK SHIFTS ATTIRE.

The clerk begins walking down the very dark hallway with Theta following. Only the outlines and keyholes of the doors are illuminated, as they shine a little light on the floors.

CLERK (CONT'D)

(with great fascination)

There are doors everywhere... in the projector, in the actor, in the presider, in the director, in the order, door, door, tour the doors... in hallways too. Once you start looking and know how to look... you find them manywhere. But what ever you do, be sure to find a door to adore. There's Front doors and Back doors. There's Side doors... Right doors and Lift doors... there's even Un-doors. Secrets behind them all. Here, I'll show you one.

The clerk takes off a purple key.

DOOR AND KEY HOLE OUTLINE IN PURPLE.

He begins unlocking the door.

CLERK (CONT'D)

Here we have the Direct door. Do you know the name of this key? It's the Quick key. The quicky unlocks the director.

DOOR OPENS TO A SCENE OF FILM PRODUCTION OF "IN TENDERLAND".

The director of this script is busy giving instructions and directing people from actual documentary footage.

CLERK (CONT'D)

The director must steer the partnership to the destination in the smoothest and quickest way possible. They must be direct and straight to the point. Of course there are many types of Direct doors and some of their "In Tents" cave in lacking integrity and structure. It can be INTENSE. If they direct their intent in the wrong way, they're too direct... The quicky may still unlock the door, but there not much in there, but a couch. We'll assume that's not the case here, else we wouldn't be where we are.

Clerk begins closing the door again, locking it.

WALKING BACK DOWN THE HALL.

A glowing red door and glowing lavender door on the left and right opposite each other comes into view.

CLERK (CONT'D)

Ah, the Red Door and the Lavender. Beyond the red door are more doors, the Route Door and Rooter being some of them. All kinds of routes and roots to take... the WHERE is very directional... one might say it's innate any which way you say it. And then the Lavender... another type of distribution... the love end of things. "La Vend", the vendor distributing love from the higher light. The dove's eye in the divide of the vine's divine. It's truly a fine divine find defined.

They keep walking down the hall past more doors.

A DIMLY LIT DOOR WITH A PUTRID AND EERIE BROWNISH GREEN COMING FROM THE CRACKS.

CLERK (CONT'D)

Here is one of our more darker realms... through the MUR-Door. The MURKY unlocks the secrets beyond the murder. Too many people with murky minds and dark souls without much light. Eating too much pain can take you there as well. Careful what you eat, it can make you murky and blind... especially if you eat with your eyes and ears too.

THETA

Can we NOT open that door.

CLERK

Wasn't planning on it. Just showing you the door. People walk in there all the time with curiosity... even just observing too much can make you murky, as the feelings just stick and stink.