

TAROT

Written by

Todd Fabyanic

INT. MADAME MERIDIAN'S CHAMBER ROOM - NIGHT

SUSAN ARMSTRONG, 17, high school senior, steps into the psychic's mysterious, darkish, candle lit round chamber room, with sage smoke that fills the air like a misty fog.

MADAME MERIDIAN, 30, clothed in a black cloak, sits in her chair at the round wooden table centered in the room.

MADAME MERIDIAN

I've been expecting you. Please,
have a seat.

Susan sits down in the guest chair at the round table.

MADAME MERIDIAN (CONT'D)

Nice to meet you, Susan Armstrong.
I am Madame Meridian, and this is
my chamber. I invited you here
because you're special.

SUSAN ARMSTRONG

Special? What's special about me?

Madame Meridian lifts/removes her black veil and reveals her face; her face is beautiful. She leans forward. *

MADAME MERIDIAN

Everything!

Susan smirks with a smile and struggles not to chuckle.

Madame Meridian pulls out her deck of tarot cards.

The candle lights flicker and the sage smoke begins to swirl around the room as Madame Meridian shuffles the tarot cards on the table with her hands.

MADAME MERIDIAN (CONT'D)

I called and you came to me, and
now you shall see. What you see
shall come to be. Not one card, but
all three. The works of Madame
Meridian will be your destiny.

Madame Meridian places the deck of cards face-down. She removes the top card and slides it aside.

MADAME MERIDIAN (CONT'D)

Like the rabbit bunny, now you hop.
Choose your card by saying stop.

Madame Meridian slides two cards from the deck aside.

SUSAN ARMSTRONG

Stop!

Madame Meridian turns Susan's first card over face-up. The symbolic card reads, "King of Fire." A magical WIND BLOWS through the room.

*

MADAME MERIDIAN

The King of Fire is a spiritual influencer, aligned in spirit. A powerful leader who influences others with his mastery. To-be, or not-to-be. An inspiration to what others aspire to become.

*

Susan picks up the card.

SUSAN ARMSTRONG

So, is this a good thing, or bad?

MADAME MERIDIAN

The King of Fire will make his presence soon enough. When that happens, you will be at the king's mercy.

SUSAN ARMSTRONG

Ok! So, what do I do now?

MADAME MERIDIAN

That's up to you, Susan. There is no escape. No choice. You will be forced to play the king's game.

Susan puts the card back on the table. She places the card in front (on her side of the table) of the deck. Susan leans back and crosses her arms.

SUSAN ARMSTRONG

Play the king's game.

A magical WIND BLOWS. The sage smoke fog fills the air.

A SCHOOL BELL RINGS.

INT. CLASSROOM - DAY

Susan sits at her desk in the front row of the classroom. The wall has an announcement speaker over the chalkboard and a science poster (wall to wall topside) of a volcano eruption.

The teacher MR. MORRISON, 40, stands up at his desk. His name, "Mr. Morrison" is plated on his desk.

MR. MORRISON

Today is the day. Today you take
the final exam. but, not just any
exam.

A reddish fiery glow surrounds Mr. Morrison as he raises the
final exam papers in the air. He holds the papers in front of
the fiery volcano poster behind him.

MR. MORRISON (CONT'D)

Today, you will be taking... my
exam.

Susan glares at the King of Fire, Mr. Morrison, as he holds
the papers high.

SUSAN ARMSTRONG

The King of Fire.

Everything turns back to normal visually. Mr. Morrison lowers
the test papers.

MR. MORRISON

I wish you all the best of luck.

Mr. Morrison hands out the exams to the students. He saves
Susan's test for last. He places Susan's exam on her desk.

Susan looks at the unopened paperback exam on her desk.

SUSAN ARMSTRONG

Play the game.

A reddish fiery glow surrounds Mr. Morrison as He stands over
Susan's desk, looking down.

MR. MORRISON

Let the game begin, Ms. Armstrong.

The King of Fire, Mr. Morrison, devilishly grins at Susan.

INT. MADAME MERIDIAN'S CHAMBER ROOM - NIGHT

Susan and Madame Meridian sit at the round table. Madame
Meridian slides each top card off the deck and places it
aside. She slides three cards aside.

SUSAN ARMSTRONG

Stop!

Madame Meridian turns Susan's second card over face-up. The
symbolic card reads, "Patience." THUNDER ROARS.

MADAME MERIDIAN

Patience is virtue. A reminder to recognize the alignment of purpose. All needs are met, even if unseen in the visible world. The angelical angels of the divine are moderating in all things required.

SUSAN ARMSTRONG

Patience! I can do that.

Madame Meridian closes her eyes and takes a deep breath. She breathes out and opens her eyes.

MADAME MERIDIAN

You will need patience when you play the king's game. Patience is the way to play the game.

SUSAN ARMSTRONG

Thanks for the heads-up.

MADAME MERIDIAN

Do not take patience for granted.

A loud THUNDER ROARS.

INT. CLASSROOM - DAY

Mr. Morrison sits at his desk and watches the class take his exam. He watches every student like a hawk. *

Susan sits at her desk and opens her exam booklet. She begins to answer the first question, but has a change of heart. She pauses.

SUSAN ARMSTRONG

Patience is the way to play the king's game.

Susan looks up at Mr. Morrison.

A reddish fiery glow surrounds Mr. Morrison and he is staring right at her.

MR. MORRISON

Did you say something, Ms. Armstrong?

Everything turns back to normal visually. Susan freezes. She hears Madame Meridian's voice in her head.

MADAME MERIDIAN (V.O.)

Do not take patience for granted.

Mr. Morrison sits at his desk with his arms crossed. He waits for Susan's response.

SUSAN ARMSTRONG

Sorry! I was just thinking out loud.

MR. MORRISON

Let's try not to disturb the others.

*

A reddish fiery glow surrounds Mr. Morrison as he leans forward towards Susan and makes a very serious face.

MR. MORRISON (CONT'D)

And don't worry, I'm a patient man.
Take your time.

Mr. Morrison leans back in his chair.

Everything turns back to normal visually. Susan puts her pencil down and looks out the classroom window.

EXT. SUSAN'S FLASHBACK DAYDREAM - SCHOOL STEPS - DAY

The High School Main Gate has concrete steps that lead from the sidewalk to the school entrance. Kids hang out on the steps before and after school hours.

Background (instrumental mood) MUSIC PLAYS from the school P.A. speakers as Susan sits on the school steps with the other kids after school. She appears to be troubled.

*

JOHN, 17, classmate, approaches Susan.

JOHN

What's wrong?

*

Susan, still sitting on steps, looks up at John.

SUSAN ARMSTRONG

I'm just waiting for my ride. I'm starting to wonder if they are coming at all. Maybe something happened.

JOHN

Don't let that negative thought take over. They'll come.

(MORE)

JOHN (CONT'D)

All you have to do is wait, and let
what you want... come to you.

A CAR HORN BLOWS. It's Susan's ride.

INT. CLASSROOM - DAY

Susan sits at her desk looking out the window. She turns around and looks at her classmate John who is sitting near the back row.

John looks up at Susan. The two make eye contact. John smiles and winks to Susan.

Susan smiles at John. She turns back around to take her exam.

MONTAGE - SUSAN TAKES THE EXAM

-- Susan takes her Exam. Taking her time with each question.

-- Mr. Morison observes randomly.

-- Susan finishes her exam and closes her booklet.

INT. MADAME MERIDIAN'S CHAMBER ROOM - NIGHT

Susan and Madame Meridian sit at the round table. Madame Meridian pulls each top card off the deck and places it aside. She slides four cards aside.

SUSAN ARMSTRONG

Stop!

Madame Meridian turns Susan's third and final card face-up. The symbolic card reads, "Tower." *

A very loud AIRPLANE FLIES over-head, shaking the room.

MADAME MERIDIAN

The sudden surprise of rising action. The tower has the power to lift the upheaval and cause the paradigm shift. Give and take. Give or take. Like a symphony playing an unexpected epiphany, the card of opportunity.

Susan takes the tower card and places it with the other two cards face-up on the table. She looks at the cards in order from left to right (1,2,3).

SUSAN ARMSTRONG

Wow! All the cards go together. The King of Fire and his game. Patience to play the game. And now, the tower of power like a prize. Does this mean I am destined to win?

Madame Meridian sways her hand over all the cards on the table.

MADAME MERIDIAN

Remember! The tower can give.
But... it can also take.

The chamber room candle lights flicker off, and the room turns pitch black.

INT. CLASSROOM - DAY

Mr. Morrison stands up at his desk.

MR. MORRISON

And now, the moment we have all waited for.

Mr. Morrison passes out the students graded exams. He saves Susan's for last.

Susan sits at her desk with her arms folded and waits for her final exam results. She looks back at John as he reads his results.

John looks up at Susan and shoots her a big thumbs up.

Mr. Morrison approaches Susan's desk. He places Susan's graded final exam on her desk.

Susan looks up at Mr. Morrison hovering over her.

MR. MORRISON (CONT'D)

Best of luck, Ms. Armstrong.

Mr. Morrison walks away and returns to his desk.

Susan looks down and reads her test results. She has received a "100 A+ grade". Mr. Morrison has written a note with red ink. The note reads, "Fantastic job! See me after the bell."

The SCHOOL BELL RINGS. The students get up and exit the classroom. Susan approaches Mr. Morrison at his desk.

SUSAN ARMSTRONG

You wanted to see me, Mr. Morrison.

Mr. Morrison opens his desk drawer. He pulls out a brochure.

MR. MORRISON

As they say, to the winner goes the
spoil. Personally, I'm a huge fan
of that saying.

Mr. Morrison slides the brochure across his desk to Susan.

MR. MORRISON (CONT'D)

Well done!

Susan Picks up the brochure and sees the cover.

The brochure is an all expense paid program, with a promising
career job opportunity. On the brochure cover is a picture of
the institution bell tower.

SUSAN ARMSTRONG

The tower!

MR. MORRISON

You earned it.

Susan puts the brochure in her backpack and walks toward the
classroom exit.

MR. MORRISON (O.S.) (CONT'D)

One more thing, Ms. Armstrong.

Susan stops at the exit door. She turns around to look at Mr.
Morrison.

A reddish fiery glow surrounds Mr. Morrison at his desk.

MR. MORRISON (CONT'D)

Well played.

The King of Fire, Mr. Morrison, smiles at Susan Armstrong.

Everything turns back to normal visually. Susan smiles back
at Mr. Morrison.

SUSAN ARMSTRONG

Not so bad yourself, King of Fire.

*

Susan turns around and exits the class.

INT. SCHOOL HALLWAY - DAY

Susan walks through the school hallway. She walks over to
John at his locker.

JOHN
I take it you passed.

SUSAN ARMSTRONG
Thanks to you.

JOHN
See... what did I tell you. If you
let it come to you, eventually it
will.

John closes his locker.

SUSAN ARMSTRONG
What would you say if I asked you
to hang out this weekend?

John picks up his backpack from the floor. He puts his arms
through the straps as he puts on his backpack.

JOHN
I would say... you have no idea how
long I have waited for this weekend
to come to me.

Susan and John both laugh hysterically.

INT. MADAME MERIDIAN'S CHAMBER ROOM - NIGHT

The chamber room is dark and the sage smoke fog swirls around
Madame Meridian as she sits in her chair at the round table.

MADAME MERIDIAN
Now you have seen what you needed
to see, and all that you have seen
has come to be. I, Madame Meridian,
hope you have enjoyed our time
together... as much as me.

A magical WIND BLOWS. The sage smoke fog fills the air
completely. The lights flicker and strobe until the sage
smoke fog evaporates.

The candle lights turn back on and Madame Meridian has
disappeared. The chamber room is completely empty.

THE END