

3 CONTD.

visor. A tea-pot brews on one of the cooling shapes, and the FOREMAN wanders over to help himself to a cup. CHARLIE button-holes him for a word in his ear, but any conversation is drowned by the drop-forge machinery pounding away in the background.

(TITLES, CREDITS CONTINUE OVER)

4 EXT. FACTORY GATES. DAY. 4

At the end of the day, CHARLIE emerges from the Factory. He is picked up by the FOREMAN, riding a combination motorbyke-sidecar.

(TITLES, CREDITS CONTINUE OVER)

5 EXT. NORTHERN STREETS. TRAVELLING. DAY. 5

CHARLIE and the FOREMAN speed through the drab metropolis of Victorian red-brick towards a wilderness of suburban tower blocks.

(TITLES, CREDITS CONTINUE OVER)

5A INT. COMBINATION SIDE-CAR. TRAVELLING. DAY. 5A

(INTERCUT WITH SC. 5) While coasting along, CHARLIE tears out a piece from the evening paper and bungs it in his pocket.

6 EXT. TOWER BLOCK - ESTATE. DAY. 6

The FOREMAN pulls up outside the rear entrance of a High-Rise Tower Block.

(TITLES AND CREDITS CONTINUE OVER)

7 INT. TOWER BLOCK - GROUND FLOOR. DAY. 7
all that bleedin' money - and it still don't work - especially when I want it!
 CHARLIE jabs at the elevator buttons, but without results. Cursing the local Council, he takes to the stairs, too late to see the lift doors open in the background.

(TITLES AND CREDITS OVER)

8 INT. TOWER BLOCK - 25TH FLOOR. DAY. 8

CHARLIE arrives at the top floor, wilting for breath. He fumbles for his key and opens the door to one of the flats.

(END TITLES, CREDITS AND MUSIC).
count the steps as I'm going up them