

# Prompt1

**@image1** is locked character reference. Preserve exactly: mid 30s white male, sharp jawline, short dark brown hair, light stubble, scar on left cheek, navy bomber jacket, grey t-shirt, black jeans, black boots, black pistol. No deformation or drift.

**LOCATION:** Abandoned industrial hallway. Concrete corridor, exposed pipes, flickering fluorescent tubes, puddles, heavy dust. Color tone: dark green cold steel. Deep shadows between light pools. **SHOT 01 (0–2.5s)** Extreme low angle locked. Metal door far end **BURSTS** open violently , man from **@image1** charges through already in motion, pistol raised , sparks rain from overhead cable , presses flat against wall scanning , same hallway, same flickering lights throughout. **SHOT 02 (2.5–5s)** Lens switch. Ground-level backward tracking at boot level , boots advancing on wet concrete , two enforcers in dark jackets and jeans, rough unshaven, armed , bullet hits concrete near boots , dust explodes upward , muzzle flash strobes hallway. **SHOT 03 (5–7.5s)** Lens switch. Tight over-shoulder , he fires once , muzzle flash strobes walls and face , first enforcer staggers and drops , smoke drifts upward , second enforcer ducks behind pillar. **SHOT 04 (7.5–10s)** Lens switch. Second enforcer swings pistol as club , man ducks under swing , drives shoulder into enforcer's midsection , enforcer slams into concrete wall , dust bursts from impact , enforcer crumples to floor , man already moving forward. **SHOT 05 (10–12.5s)** Lens switch. Extreme close handheld , man behind steel pillar , pistol up , exhales sharply , breath visible , bullets punch pillar , concrete dust rains on shoulder , eyes cold scanning. **SHOT 06 (12.5–15s)** Lens switch. Wide hallway , three enforcers in dark jackets pour from far corridor , radio crackles , distant voice: "Level 3. Sixty seconds." , he charges at them firing , muzzle flashes strobing , hold on this frame.

**LIGHTING:** Dark green cold steel. Flickering fluorescent pools. Muzzle flash strobe. Deep shadows. **CAMERA:** Low angles, tight handheld, backward tracking, over-shoulder. Never stable. **AUDIO:** Boots on concrete, pistol shots, shell casings, impacts, radio static, breathing. No music. **QUALITY:** 4K cinematic, photorealistic, dark green grade, high contrast, no blur, no ghosting. Maintain full consistency with **@image1** throughout

## Prompt2

**@image1** is locked male operative mid 30s white male, sharp jawline, short dark brown hair, light stubble, scar on left cheek, navy bomber jacket, grey t-shirt, black jeans, black boots, black pistol. **@image2** is locked female hostage mid 20s, dark hair loosely tied, smudged makeup, bruise on cheek, torn white shirt, black trousers. **@Video1** is previous scene continue from final frame. No deformation or drift on either character. **SCENE CONTINUES** from **@video1** operative charging at three enforcers in dark green industrial hallway. Flickering fluorescent lights. Puddles. Same corridor with Exit sign on far right wall, pipes on left side ceiling. **SHOT 01 (0–3s)** Continues from **@video1** . Operative fires twice two enforcers drop third enforcer runs operative chases toward stairwell door on right. **SHOT 02 (3–6s)** Lens switch. Operative sprints up concrete stairwell two enforcers above firing down he fires twice upward both drop reaches Level 3 door. **SHOT 03 (6–9s)** Lens switch. Level 3 narrow dark corridor single enforcer blocks path operative shoots once enforcer drops operative reaches heavy metal door at end door flies open. **SHOT 04 (9–11.5s)** Lens switch. Dark storage room single hanging bulb hostage from **@image2** pressed against far wall terrified operative enters scanning they lock eyes **HOSTAGE** says: "Who are you?!" **OPERATIVE** says: "Doesn't matter. Move." He pulls her toward door. **SHOT 05 (11.5–15s)** Lens switch. Both running through corridor operative pulling hostage four enforcers appear ahead operative fires twice two drop pulls hostage through side door distant explosion rumble begins. **LIGHTING:** Dark green cold steel throughout. Level 3 darker and narrower. Storage room near dark with single hanging bulb. **CAMERA:** Tight handheld tracking. Never stable. **AUDIO:** Pistol shots, boots on concrete, hostage breathing panicked, operative controlled, dialogue in Shot 04, distant rumble at end. No music. **QUALITY:** 4K cinematic, photorealistic, dark green grade, no blur, no ghosting. Maintain full consistency with **@image1** and **@image2** . Continue environment from **@video1**

## Prompt3

**@Image 1 is locked male operative mid 30s white male, sharp jawline, short dark brown hair, light stubble, scar on left cheek, navy bomber jacket, grey t-shirt, black jeans, black boots, black pistol. @Image 2 is locked female hostage mid 20s, dark hair loosely tied, smudged makeup, bruise on cheek, torn white shirt, black trousers. @Video 1 is previous scene continue from final frame. No deformation or drift on either character. SCENE CONTINUES from @Video 1 both running through side door, explosion rumble growing. Dark green industrial. Narrow corridor. Flickering lights. SHOT 01 (0–3s) Both running hard hostage struggling operative pulling her rumble louder ceiling dust falling lights flickering pipes bursting steam desperate sprint. SHOT 02 (3–6s) Lens switch. Exit door visible massive enforcer steps out blocking it operative shoves hostage behind him enforcer charges brutal collision pure hand to hand operative slammed into wall. SHOT 03 (6–9s) Lens switch. Brutal close exchange enforcer lands heavy blow operative staggers grabs pipe from wall steam explodes uses pipe as weapon enforcer down hard operative standing, jacket torn, face bloodied. SHOT 04 (9–11s) Lens switch. Operative turns to hostage she frozen explosion now deafening ceiling cracking debris raining OPERATIVE shouts: "GO!" She sprints toward exit he right behind her. SHOT 05 (11–13s) Lens switch. Exit door BURSTS open both crash into cold night exterior she falls to knees he pulls her up both running from building. SHOT 06 (13–15s) Lens switch. Wide shot from front both running toward camera MASSIVE EXPLOSION erupts behind them giant fireball shockwave throws both forward debris flying camera shakes violently they hit ground silence HARD CUT TO BLACK. LIGHTING: Flickering industrial green interior cold dark night exterior at exit explosion: massive orange-white fireball illuminating everything. CAMERA: Tight tracking, handheld chaos, wide final shot camera shakes from explosion shockwave. AUDIO: Rumble building steam impacts "GO!" door burst MASSIVE explosion shockwave debris absolute silence before black. QUALITY: 4K cinematic, photorealistic, no blur, no ghosting, realistic explosion physics. Maintain full consistency with @Image 1 and @Image 2 . Continue environment from @Video 1**

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