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### **LEGEND Notes**

I hope that your week is turning out great, and we are pleased to be involved with **LEGEND**. We are close to the actual development of the film as we have upcoming actor Tom Hardy attached to play as both the Kray brothers, the amazing actress Emily Browning to play as Frances, and Tim Bevan and Eric Fellner of Working Title Films as producers. The screenplay is good such as the rise and fall of the Kray brothers, the romance between Frances and Reggie, Ron's mental illnesses, and the dialogues of the characters. To make the screenplay an even richer crime thriller there are a few suggestions that would help make this happen. One of them is the plot direction as there seems to be too many backstories of the Kray brothers' history being incorporated which makes the screenplay feel crammed together. Another is that the Kray brothers' interactions is great, but there needs to be more conflicts between the two making it a richer dynamic. Lastly, the voice-overs of Frances needs to be shorten in the screenplay as it loses the tension as well as the visual information of the scenes.

Again, they are just suggestions which should help to discuss the details at our next meeting. With the following suggestions stated above, here are the focuses we need to go through for the following areas:

- Plot Direction
- Characters
- Voice-over
- The Interactions of the Kray Brothers
- Violence

**Plot Direction:** On the surface, the screenplay of the rise and fall of the Kray Brothers and how they took over the streets of London is good. For example, how they used a casino as a way to mark their territory in London and how Ron's paranoia ruined their unstoppable crime would be great to see on screen. Although the true story of the Kray brothers is compelling to learn in books and articles, one of the problems with the screenplay is that it includes too many side stories from their history. It causes few of the scenes to either feel too rushed or not important, and they either need to be taken out or be expanded upon.

One of the take outs would be the scene of the Kray Brothers' early boxing childhood as it should be shown at various times in the screenplay that they have been trained. Also, a small backstory dialogue between the characters such as the dating scene between Reggie and Frances at the club is sufficient enough. Remember that not everything from the Kray Brothers' history needs to be included to push the story forward.

**Characters:** Some of the characters in the screenplay are good and are justifiable like the Kray Brothers and Frances, but some are questionable to have. The reason for this is they feel like they are placed there for the sake of the story without any depth to their characters. It makes us wonder should we really care for them?

For Payne, try to tap into his character a little bit more. He comes off as a tough individual, but he should also be like a fatherly figure to the Kray Brothers. He does say he is sometimes a father figure when he was first introduced, so use that.

For McVitie, show more of his character and his interactions with the Kray Brothers. It feels like he is just there to try to kill Payne.

Lastly, for Bruno and Boothby, either take one of them out of the screenplay or take both out, and if you were to take one of them out then expand a little bit on one of their characters. They feel like they are there just to show the history of the Kray Brothers.

**Voice-over:** Some of the dialogues in the screenplay are well done as it brings different characters to life by giving them a personality, and it is also entertaining to read. Although Reggie and Ron are identical twins, having their own dialogues which distinguishes the two as well as their own flavor is good. Frances also has some good dialogues, but one of the other problems of the screenplay are her voice-overs and to be blunt, it is overused. Certain scenes do not need to have Frances talking as it could simply be shown on what is happening, and letting the readers figure it out. An example of this is the beginning of the hospital scene where Nipper is going to negotiate a deal with the wounded Payne for protection. We do not need to know about Reggie finding out about McVitie's failure as it would be shown later nor do we need to know 'hints' of Payne betraying the Kray Brothers.

Another point is having the voice-overs at key moments of the screenplay ruins the tension such as the scene where Frances is going to commit suicide, or McVitie is going to murder Payne. Taking these out would help create suspenseful moments for the screenplay.

**The Interactions of the Kray Brothers:** The interactions of the Kray Brothers in the screenplay is good such as the fighting at the casino after Reggie comes back from prison. Yet, there needs to be more escalation between the two characters, and what this means is that there should be more scenes like the casino scene where there are conflicts. Yet, it does not need to have any physical fights, but mental fights where Ron plays mind games with Reggie. What type of mind games is up to you. Lastly, after Reggie kills McVittie towards the end of the screenplay, instead of Reggie grabbing Ron he should hit him and then say his line. This would show how much he is literally fed up with his crazy brother without actually killing him. Remember to keep escalating the scenes of their dynamic interactions.

**Violence:** The physical violences in the screenplay are fine considering that this is a crime thriller involving gangsters, but it is not the only way to show the Kray Brothers' sociopathic nature. One way to do it is to use mind games as stated above the other point,

but it does not need to be used between the twin characters. It could be used on other people as well in order to get their way in life. Another idea is to show that the Kray Brothers manipulate and use people to achieve their goals which also associates with the mind games. Try not to delve too much into this as we would not really sympathize with the characters. To show sociopathic tendencies, physical violence is just one way of doing it, but there are many other ways as well.

### **Specific Page Notes:**

Page 1 - At the end of this page, Frances' voice-over should be taken off as the visual information should be enough to show the Germans destroying the town.

Page 3 and 4 - The early boxing childhood should be taken out as it feels unnecessary since later on the screenplay they fight really good, and Reggie talks about boxing to Frances.

Page 4 - At the end of this page, Frances' voice-over should be taken off. The visual information should be enough about what is going on.

Page 11 - When Frank Shea tells Reggie that her sister being fragile, should a brother tell anyone that? Shouldn't he keep that between the family?

Page 11 - Charlie Kray's character should be introduced as the brother from the start and be explored a little bit more throughout the screenplay. Otherwise, the character should be taken out completely as he does not do anything important but to show the Kray brothers' history.

Page 17 - At the French restaurant scene, when Reggie says "Surprise us.", it feels like this line has been done before. Change up the line to something better.

Page 19 - McVitie is introduced which is good, but please try to fix him throughout the screenplay as a better character than someone that is placed to try to kill Payne.

Page 18 and 21 - Reggie talks about his time of wanting to be a boxer as well as him mentioning the old boxers. This is really good as it would replace the earlier scene of the Kray brothers' childhood boxing.

Page 22 - Payne comes off as a stern and strong individual which is good, but he says that he is "Sometimes a fatherly figure.". Use this to your advantage throughout the screenplay to show his 'fatherly' side to the Kray brothers.

Page 28 - When Ron says to Frances "Tell me, Frances. Do you listen to your waters?", this should be taken out as it leaves an awkward ending to the scene. If it was meant to be a joke, then it could be done better since some of the audience members might not understand what Ron is trying to say.

Page 28 and 29 - The psychiatric hospital scene where new patients are checking-in should be taken out or redone as it does not make sense on Humphries true intentions: is he gaining more money for having more patients? Does he have terrible morals on his inner character? Why is it that all of a sudden he decides to let Ron be sent to prison instead?

Page 29 - Frances' voice-over at the Meeting Room in the Long Grove Hospital should be shorter since we already know (or will know) that Ron is a violent and irrational man throughout the screenplay.

Page 30 - When Payne says "The world will be our oyster." needs be redone or taken out as it feels overused.

Page 31 - Frances' voice-over about the description on the torture gang needs to be taken out. We do not need more unnecessary backstory.

Page 32 - When Frances' voice-over says "They never stood a chance against my beautiful Reggie" needs to be taken out. We will find out on the next scenes about Reggie's victory.

Page 35 - When Frances' voice-over describes how the Kray brothers fight needs to be taken out as we would already see how good they are. If you wanted to include her voice-over, then use this as an opportunity to bring a minor backstory information about the Kray brothers' early boxing childhood.

Page 36 and 37 - Expand on this scene a little bit more by showing the mindgames that the Kray brothers would use to get the casino from De Faye. This would be a good introduction on not only how the Kray brothers are physically violent, but also emotionally abusive as well.

Page 37 - Take out Frances' voice-over about her describing De Faye and the Kray brothers as it provides unnecessary information which could be shown during that scene as well as in later scenes.

Page 37 - At the end of the page, Bruno is introduced. Throughout the screenplay, he feels like a filler for the Kray brothers' history. Either take him out completely, or fix him up throughout the screenplay by delving into his character a little bit.

Page 41 - Shorten Frances' voice-over. Too much information.

Page 42 - Cut out Frances' voice-over when she talks about Ron's medications and the foreshadowing of Reggie's future. We will find out later on in the screenplay. Show, don't tell.

Page 50 - When Payne and Ron are interacting at the Offices inside Esmeralda's Barn, this is a good opportunity where Payne shows his fatherly side.

Page 51 - When Payne visits Reggie at the Wandsworth Prison, it feels too rushed and needs to be expanded more. Again, use Payne's fatherly side at this particular scene.

Pages 56 to 58 - This is where Ron and Reggie first have a conflict towards each other, and it is really good! Just remember that between this scene and near the end after Reggie kills McVitie is to incorporate more conflicts for the Kray brothers by providing mindgames instead of physical violence.

Page 57 - Remove Frances' dialogue as it brings unnecessary information, and it ruins the tension of the Kray brothers fighting each other.

Page 60 - At the beginning of Vallance Road in Bethnal Garden where Frances has a voice-over needs to be taken out. We will know shortly about Ron's plans.

Page 61 - At the end of the page is where Boothby is first introduced. Like Bruno, he feels like a filler for the Kray brothers' history. Either take him out completely, or fix him up throughout the screenplay by delving into his character a little bit.

Page 63 - At the end of the page at Ron's Flat in Cedra Court scene, take out Frances' voice-over since it has unnecessary information which we will see instead.

Page 65 - At the end of the scene of Prime Minister's Office, remove Frances' voice-over since it provides more information than it needs to.

Page 66 - Remove Frances' voice-over at the end of Carpenters Arms Pub as it brings information which would be shown later.

Page 68 - Either take out the scene of The Hideaway Club at the end of the page or expand on it without any of Frances' voice-over. Show the intimidation of the Kray brothers if the scene is included. If not, the reason is because it feels like a filler for the Kray brothers' history.

Page 69 - Remove Frances' voice-over in the scene of the Carpenters Arms Pub. It has more information than needed.

Page 82 and 83 - Too many Frances' voice-over. Take some of them out.

Page 90 - Shorten Frances' voice-over when she is getting raped by Reggie.

Page 95 - Remove Frances' voice-over as she is going to commit suicide. It ruins the tension.

Page 100 - Remove Frances' voice-overs on this page. It ruins the tension of the scene.

Page 105 - On the top of the page at Blonde Carole's Flat is where Reggie should punch Ron before he says his next line. This would be a high point for the characters.