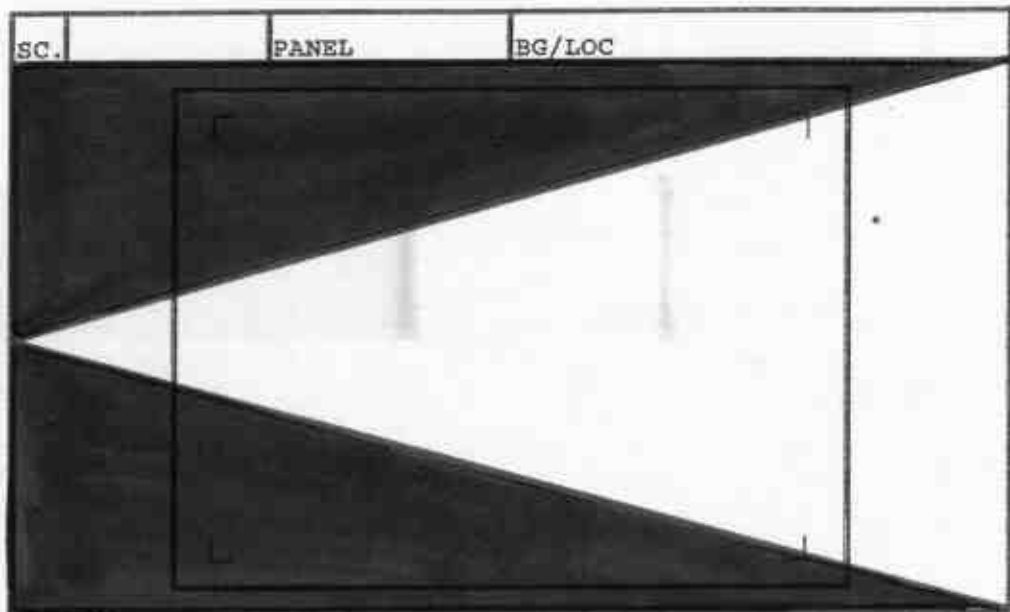


growing
UP
CREEPIE



385-136- 'CREEPY
FRIDAY'



ACTION

FADE

DIAL

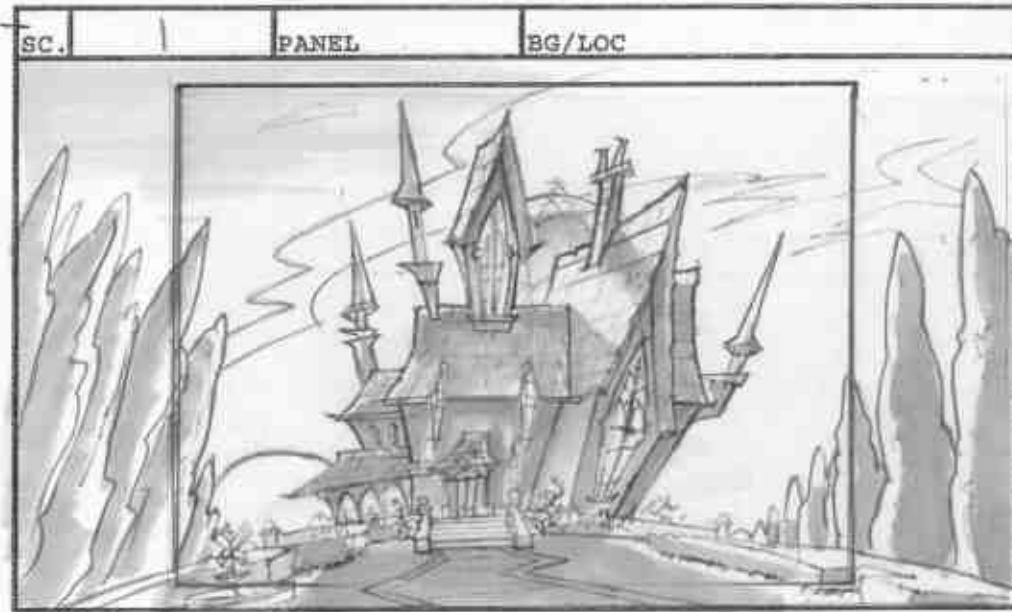
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

EXT DWEEZWOLD MANOR - SUNRISE

IT'S A QUIET MOMENT

DIAL

FX:

SFX:

DIRECTOR'S NOTES

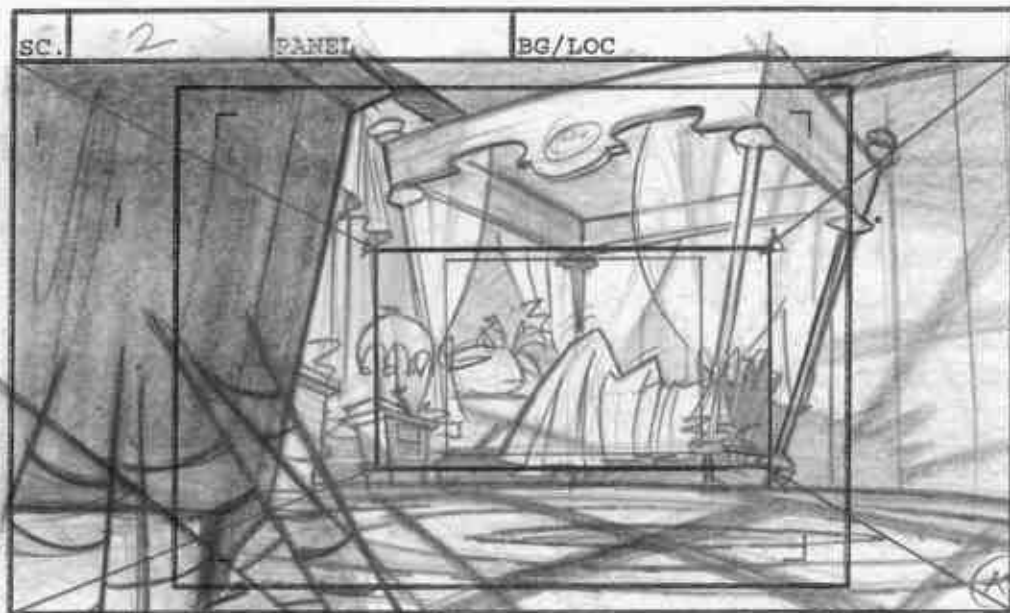
[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL

PROD #

GROWING UP
CREEPIE



ACTION
INT. CREEPIE'S BEDROOM - MORNING
TRUCK IN ON CREEPIE IN BED YOU CAN
BARELY SEE HER THE WAY SHE'S WRAPPED UP
DIAL IN HER BLANKETS,
SFX: (ALARM BUZZER) →

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
SHE ROLLS OVER

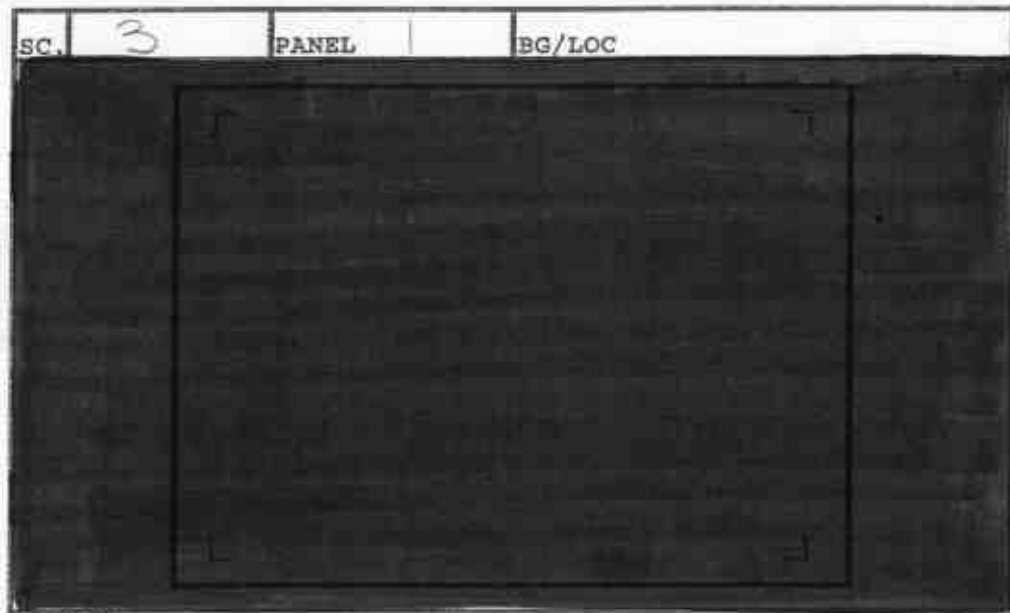
DIAL

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
CREEPIE



ACTION

INT. CREEPIE'S HEAD.

DIAL

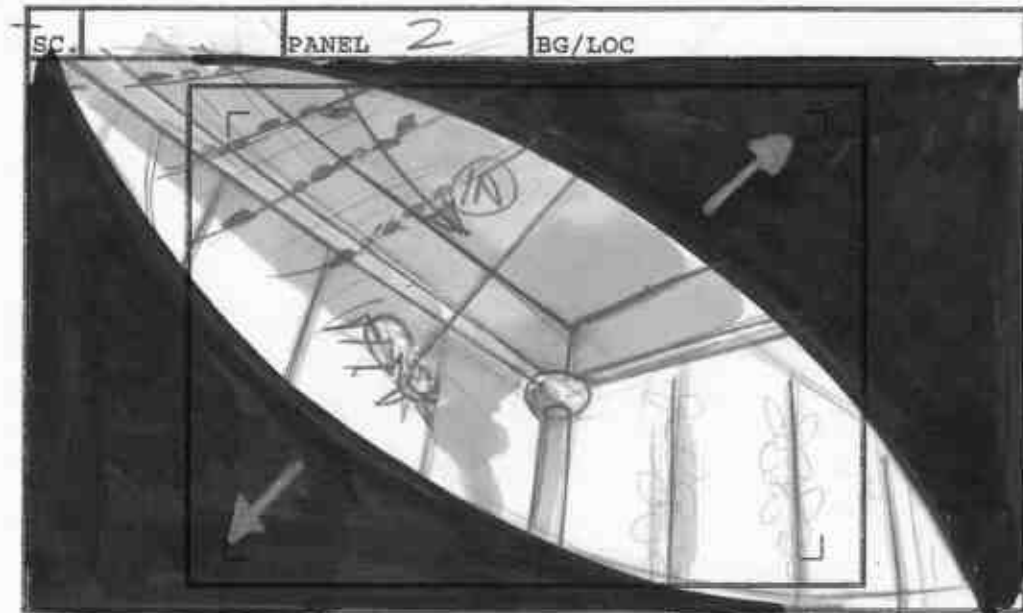
BEDBUGS: (CHATTERING HIGH PITCH VOICES)
CREEPIE!... TIME...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

... WELL NOT QUITE
CREEPIE'S EYELIDS OPEN AND "WE" SEE A
SWINGING SPIDER LEADING A GROUP OF BEDBUGS
SWINGING BEHIND HER.

DIAL

... TO GET UP CREEPIE!

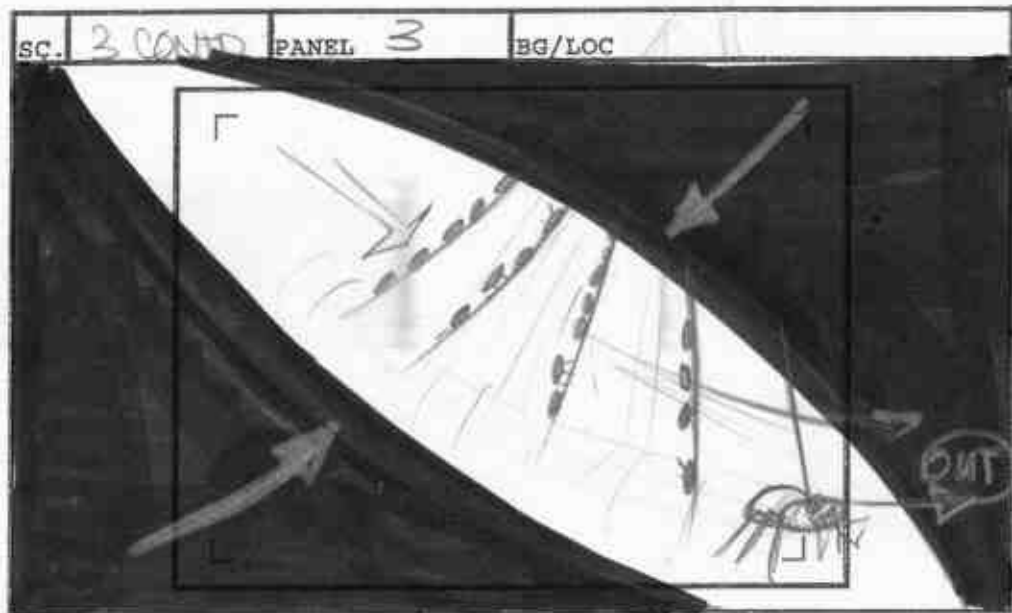
FX:
SFX:

DIRECTOR'S NOTES

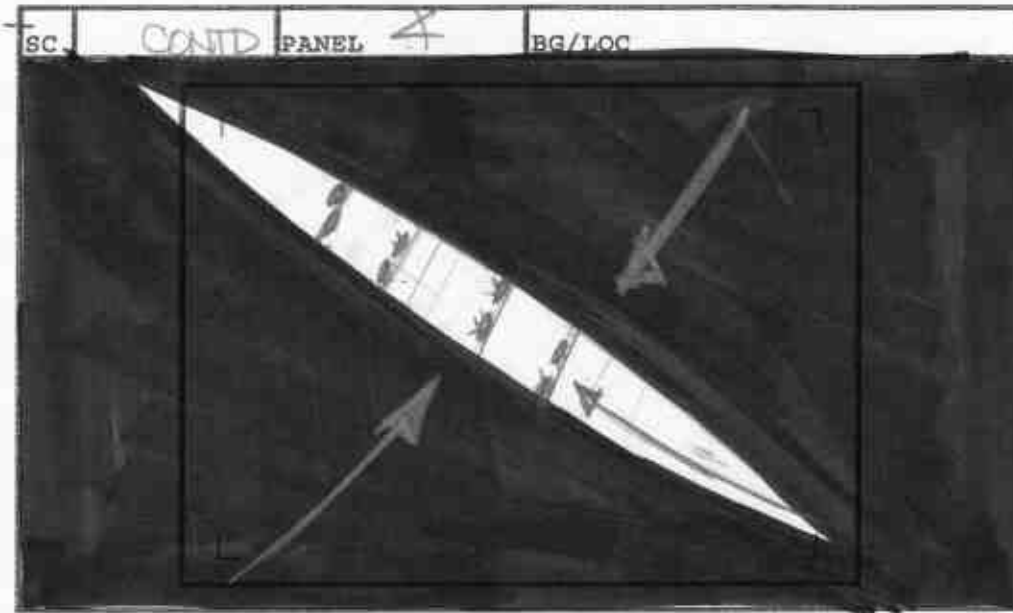
SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION



ACTION

DIAL BIDBUGS: (CONTD)

CREEPIEEE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

FX:
SFX:

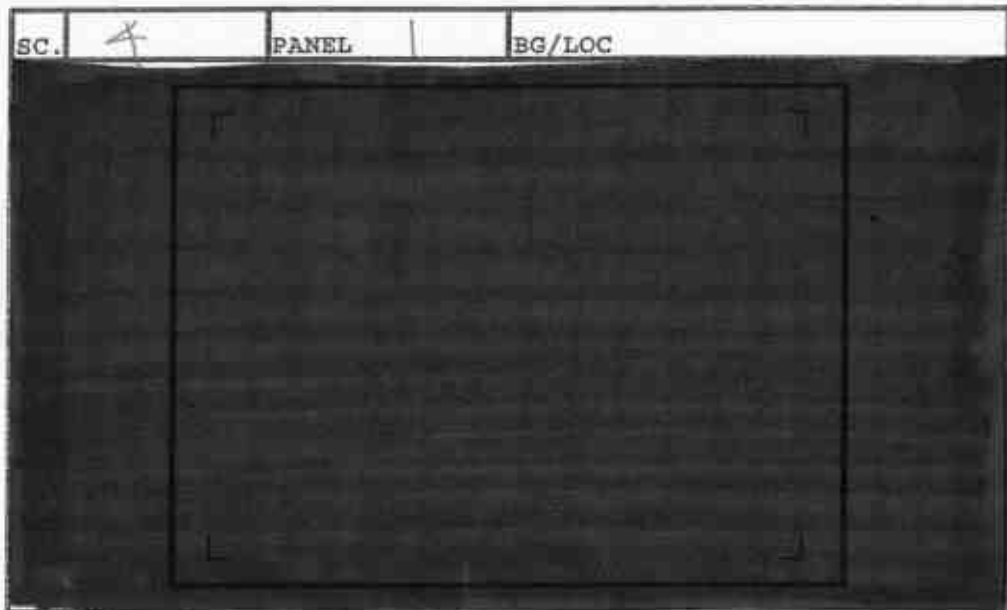
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL
CREEPIE:

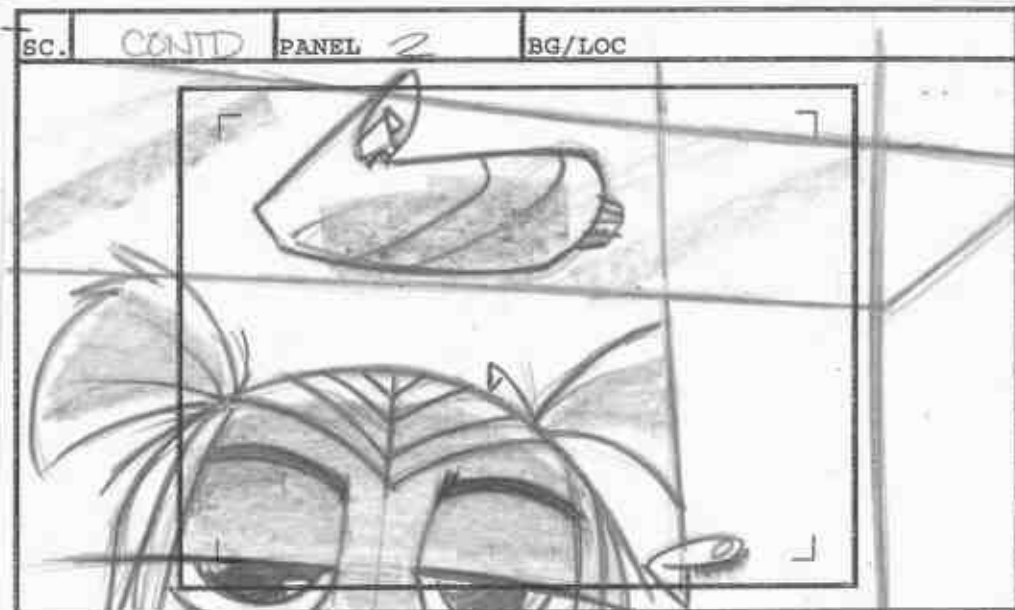
JUST FIVE MORE MINUTES.

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES



ACTION

INT. CREEPIE'S BATHROOM - MEDICINE
CABINET

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
CREEPIE REACHES UP FOR THE TOOTHPASTE

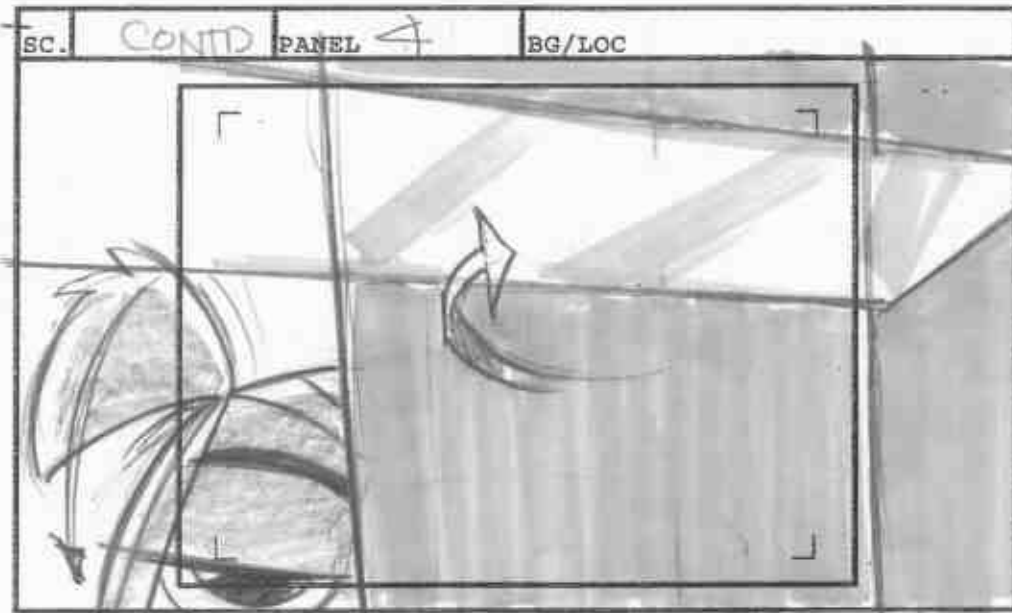
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for slug notes]

SLUG NOTES



ACTION
CREEPIE TAKES THE TOOTHPASTE TUBE
AND SHUTS THE CABINET DOOR.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for slug notes]

SLUG NOTES

FINAL
PROD #

growing
up
CREEPIE



ACTION
INT CREEPIE'S BATHROOM
CREEPIE IS STANDING AT THE SINK

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
CREEPIE REACTS TO PLAYFUL BUG
CHATTER

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

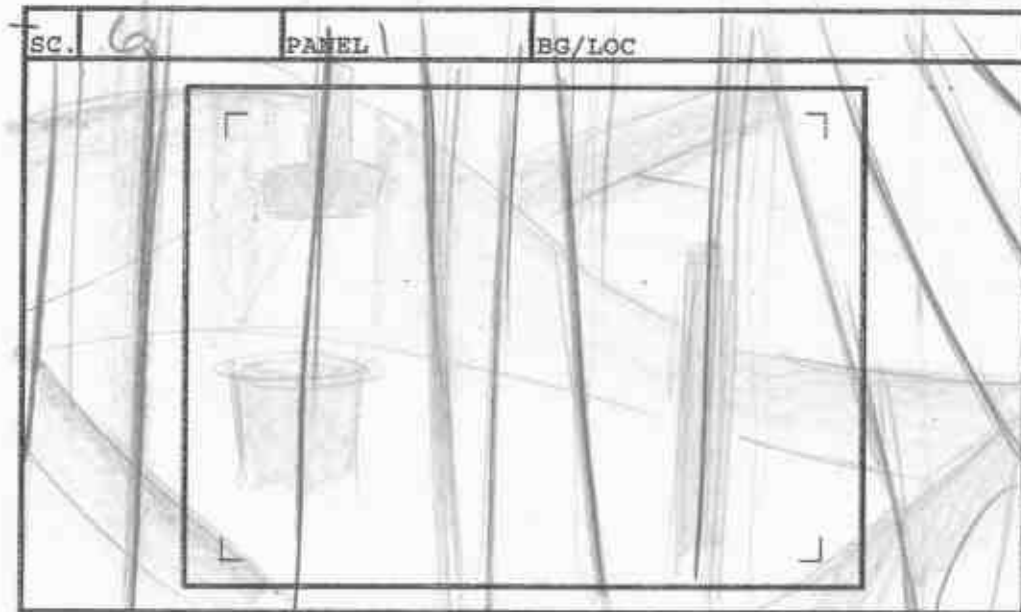
SHE TURNS AND LOOKS AT THE TUB. IT'S WHERE THE BUG CHATTER IS COMING FROM.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON SHOWER CURTAINS

DIAL

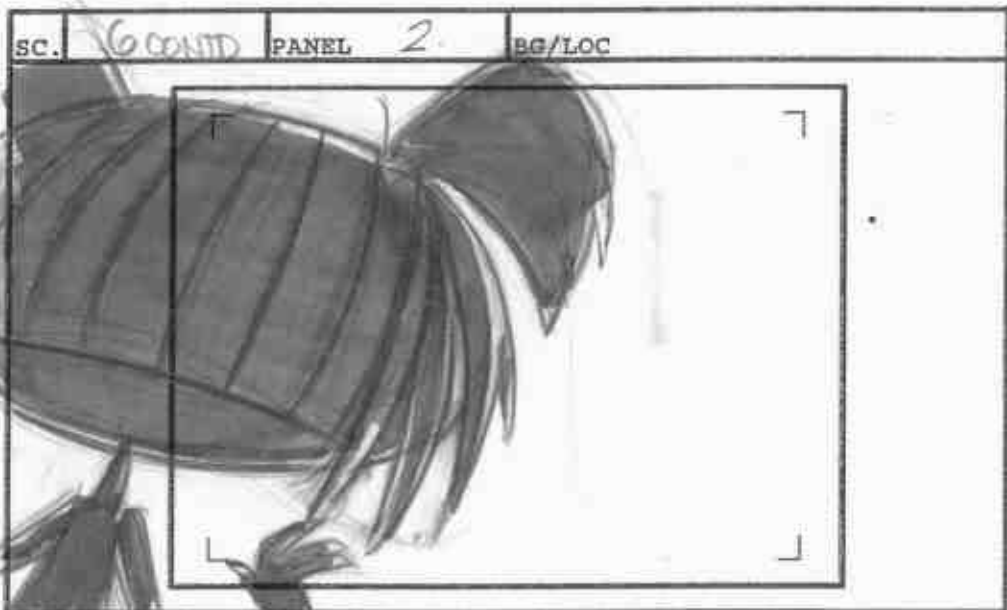
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
-------	--

PROD #



ACTION

CREEPIE STEPS INTO SCENE

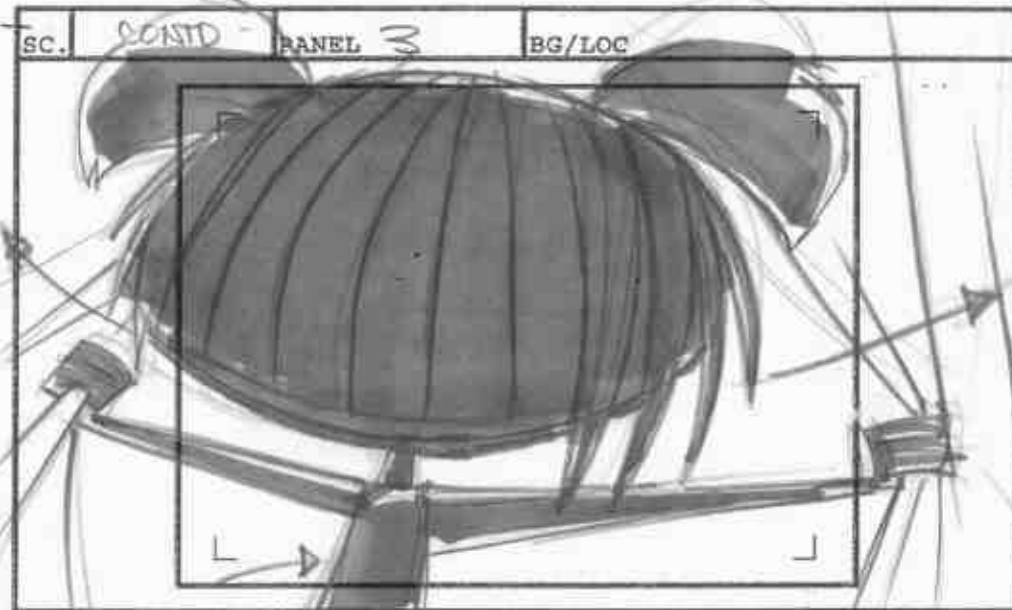
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

SHE WHIPS THE SHOWER CURTAINS OPEN

DIAL

FX:
SFX:

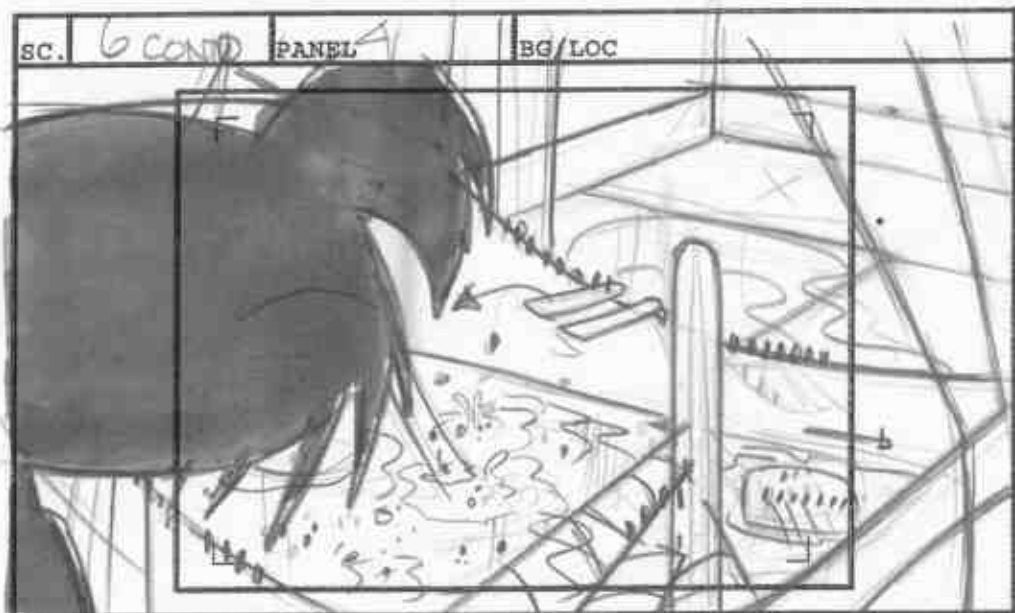
DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE STEPS BACK THE TUB IS FULL OF WATER AND WATER BUGS SPLASHING AROUND

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON CREEPIE LOOKING AT THE WATER-BUGS HAVING FUN

DIAL

CREEPIE:

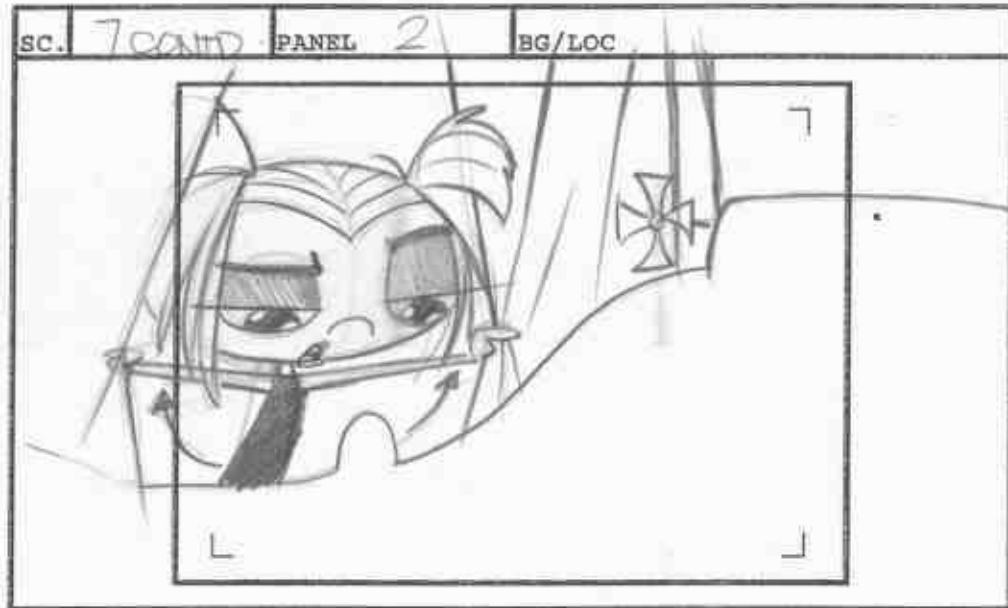
HEY, ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CREEPIE REACHES FOR THE CURTAINS ...

DIAL CREEPIE: (CONTD)

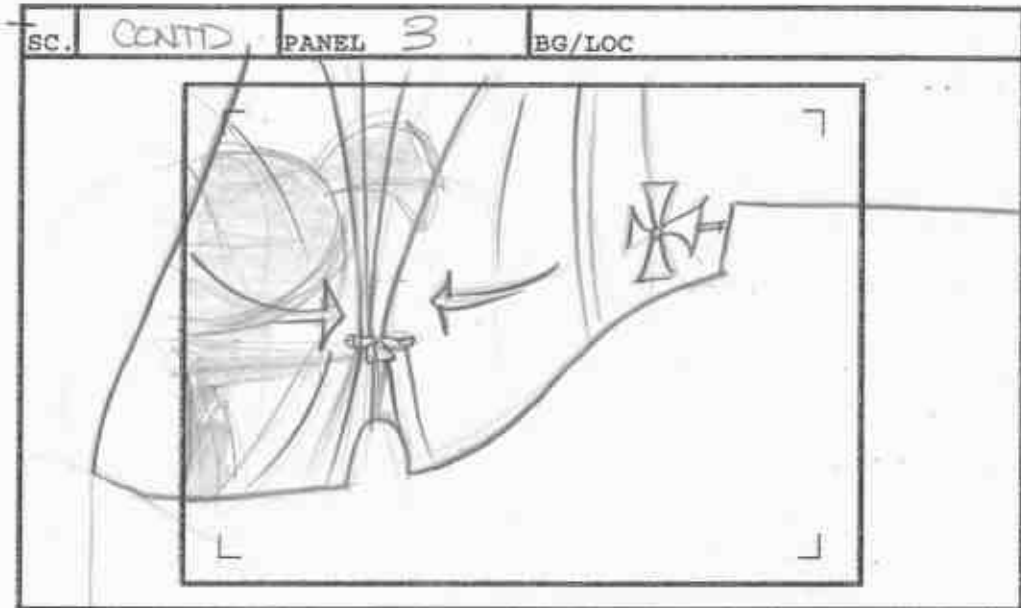
..LEAVE SOME HOT WATER FOR ME!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

... PULLING THEM SHUT ...

DIAL

FX:
SFX:

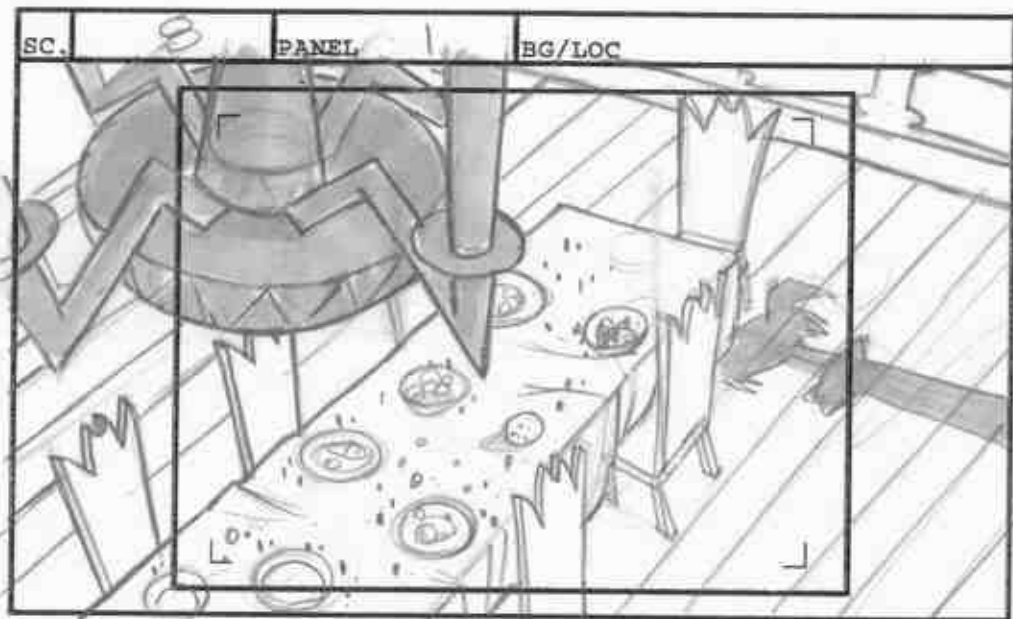
DIRECTOR'S NOTES

SLUG NOTES



FINAL
PROD #

growing
UP
CREEPIE



ACTION
INT. CREEPIE'S HOUSE - DINING ROOM

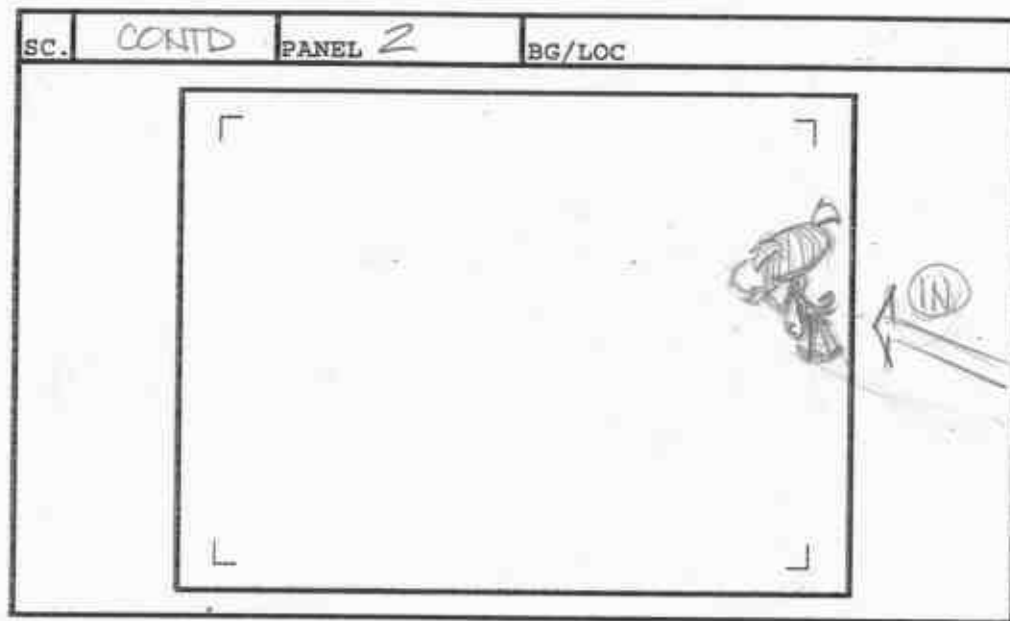
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
CREEPIE ENTERS SCENE. SHE CARRIES
A BOWL OF CEREAL.

DIAL

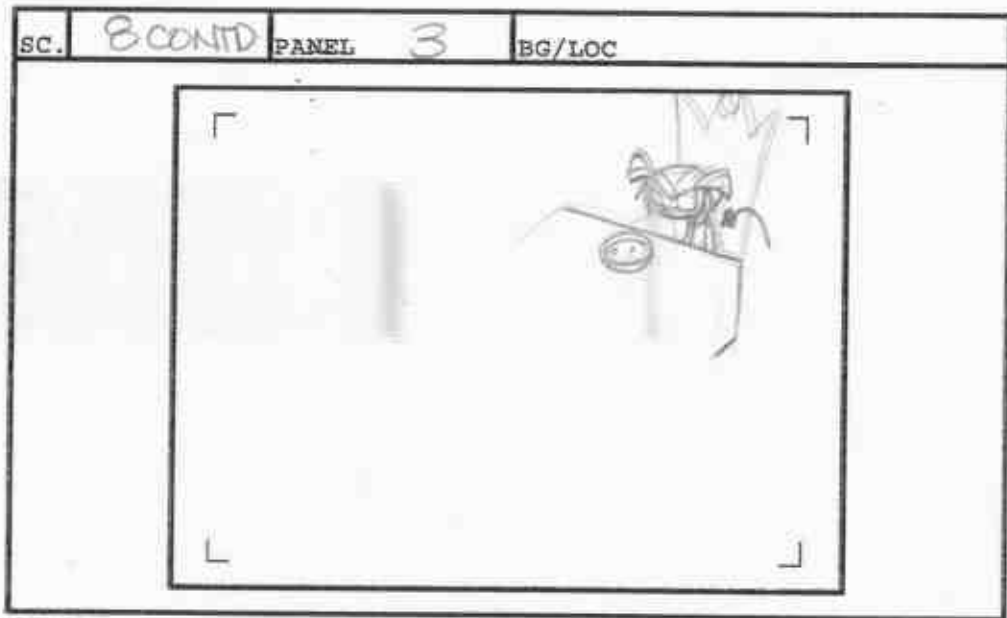
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
CREEPER



ACTION

CREEPER CLIMBS INTO HER CHAIR.

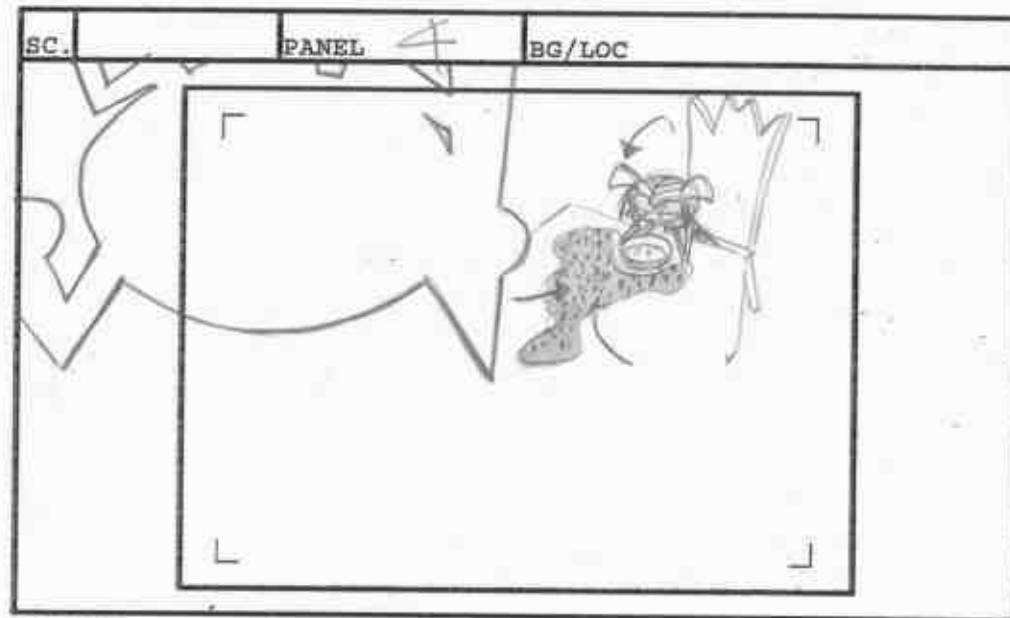
DIAL

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

SHE LEANS FORWARD. A SWARM OF BUGS SURROUND HER BOWL.

DIAL

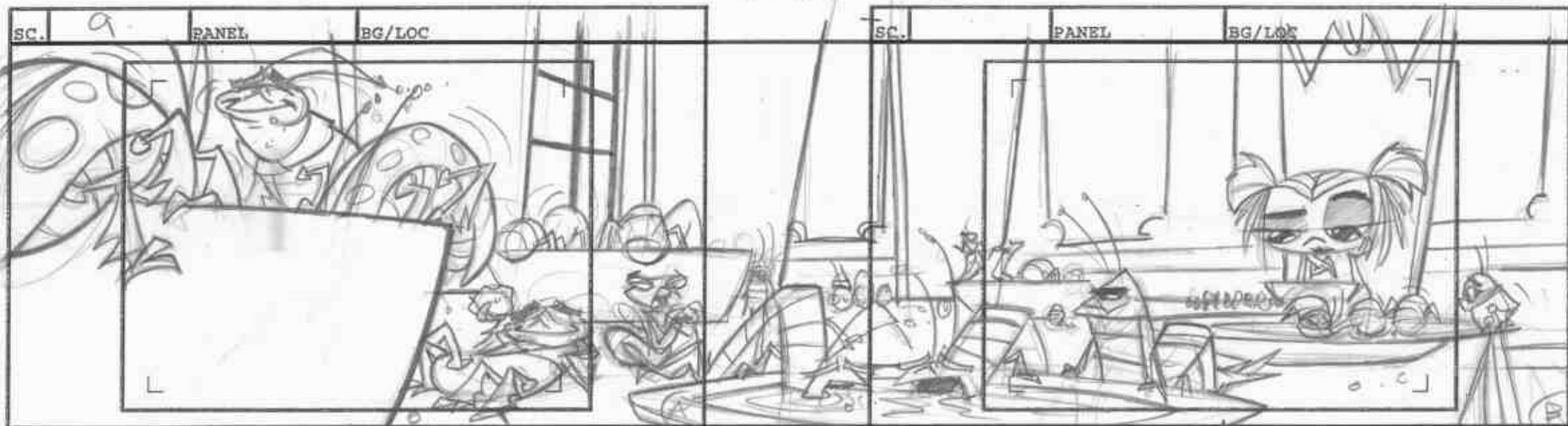
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

START

(PAN)

ACTION

STOP

INT. DINING ROOM - ANGLE ON TABLE
IT'S CHOW TIME

PAN (A) → (B) OVER TO CREEPIE. SHE'S LOOKING
AT HER BOWL

DIAL

DIAL

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

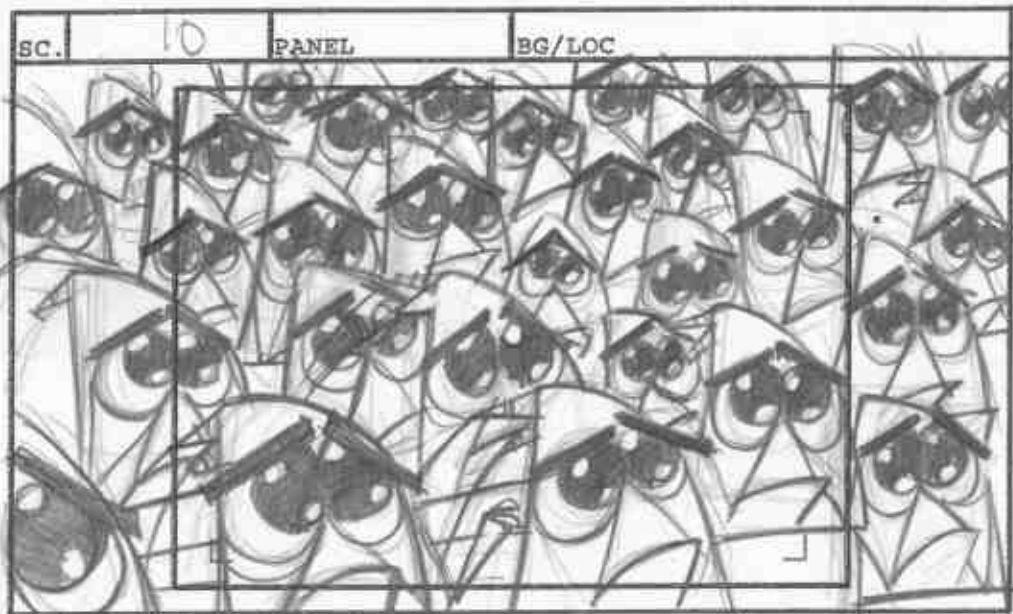
DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES

SLUG NOTES



ACTION

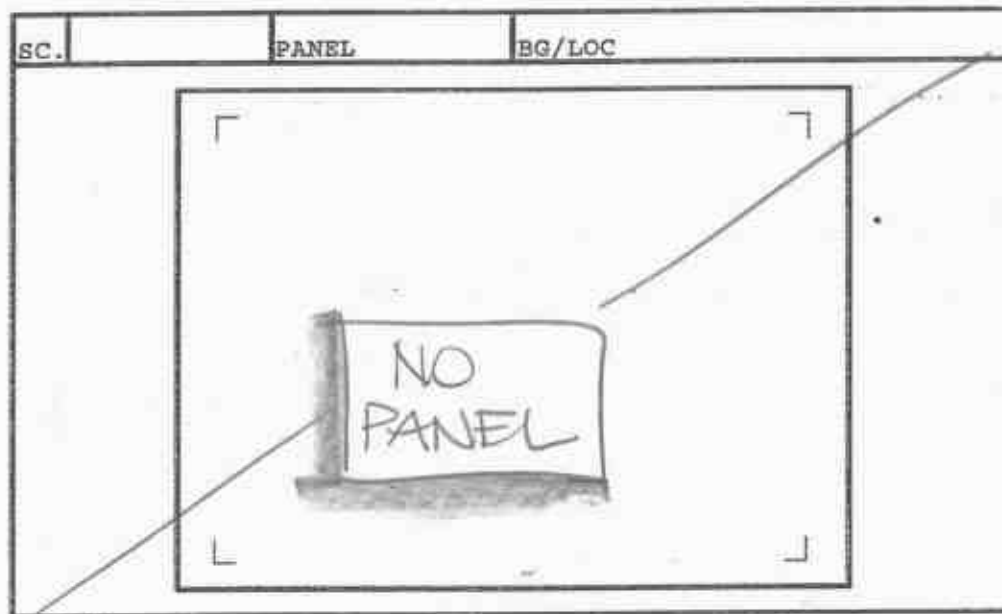
ANGLE ON SEA OF PUPPY-BUG EYES
LOOKING UP AT (OS) CREEPIE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CLOSE ON CREEPIE, ANNOYED

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

DIAL ④ CREEPIE:

FINE!

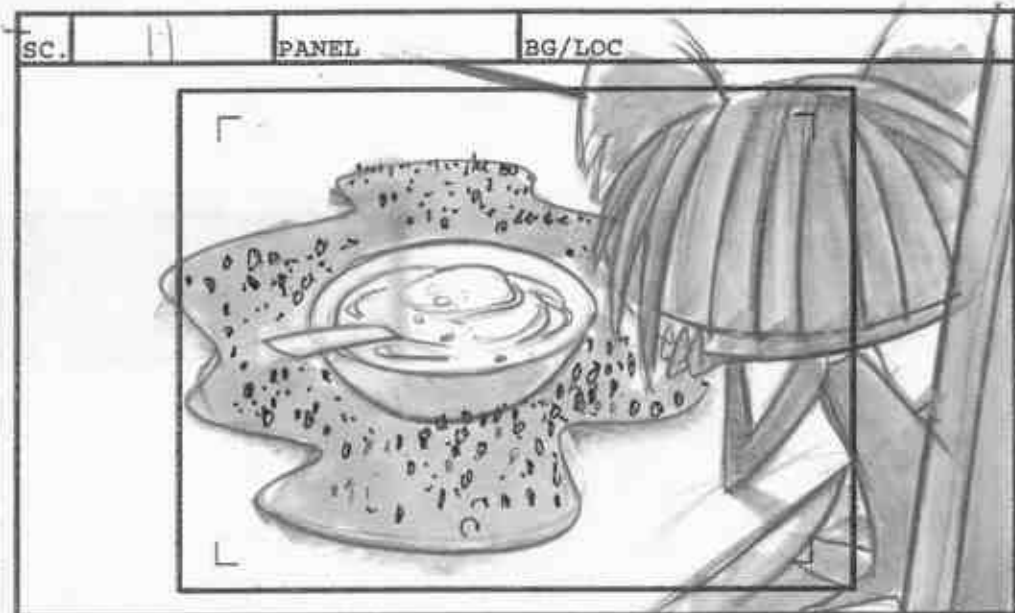
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON CREEPIE'S BOWL OF PORRIDGE.

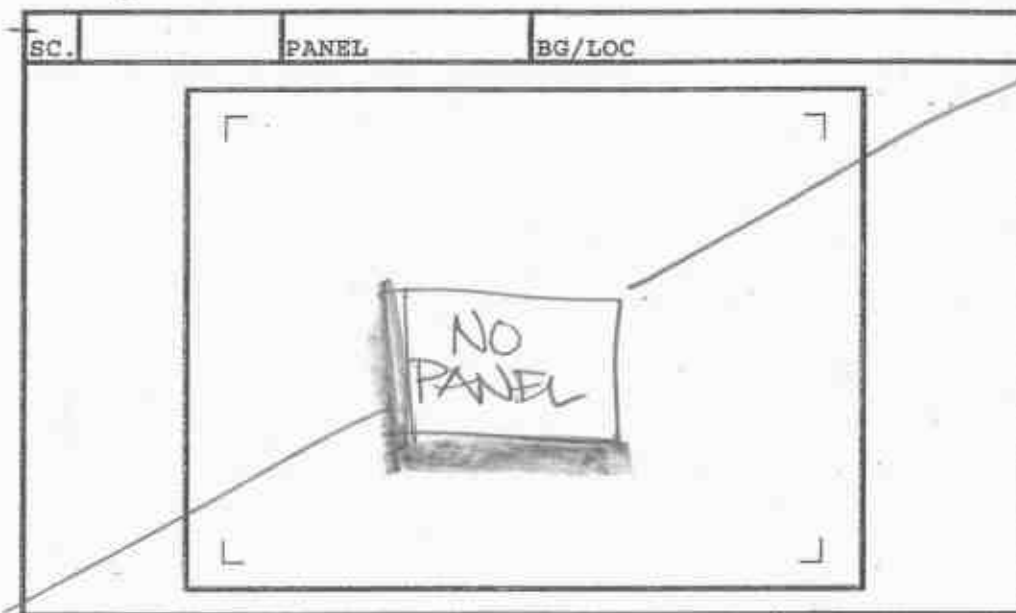
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

SCENE CONTD ON NEXT PAGE

DIAL

FX:
SFX:

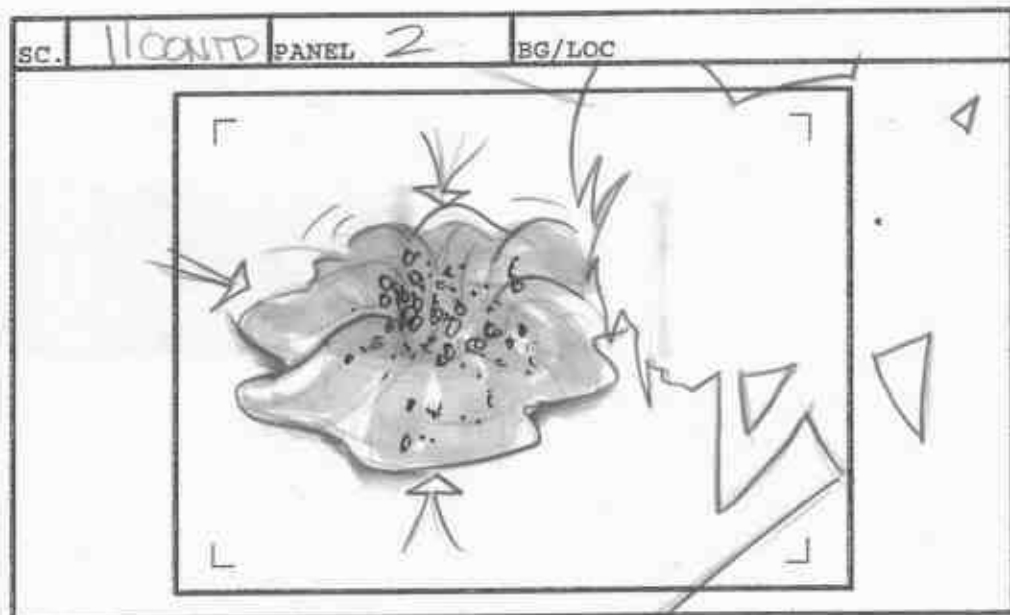
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL

PROD #



ACTION
THE BUGS SWARM OVER & INTO BOWL.

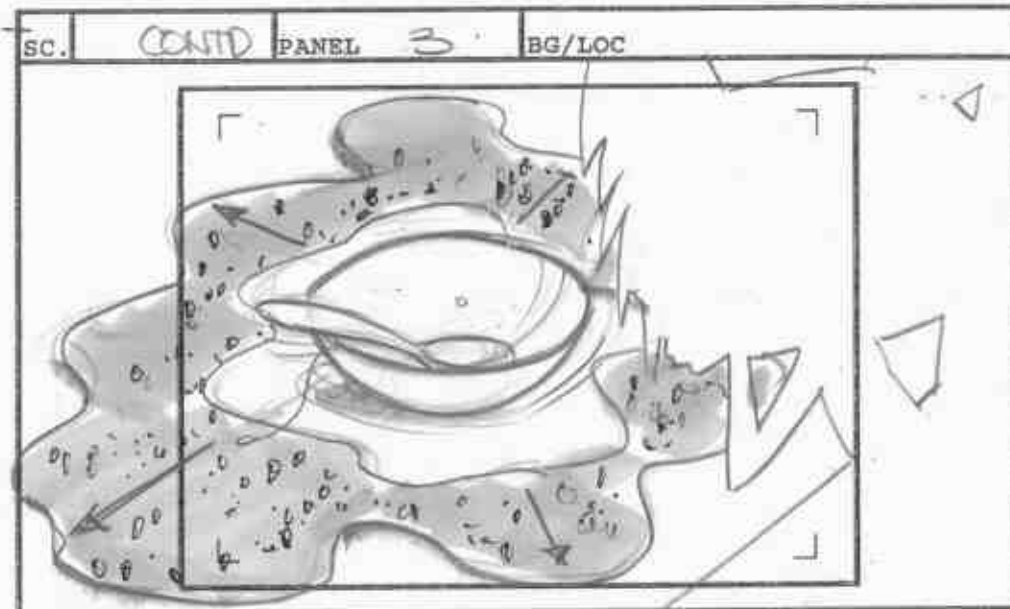
DIAL
BUGS:

<WALLA!>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
THE SWARM MOVES AWAY FROM THE NOW EMPTY BOWL.

DIAL

<BURP!> <WALLA!>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

THU



ACTION
ANGLE ON CREEPIE. SHE WATCHES THE EMPTY BOWL WOBBLE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
SHE PUTS HER FINGER ON THE BOWL TO STOP ITS WOBBLE. CAROLEENA SKITTERS IN.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

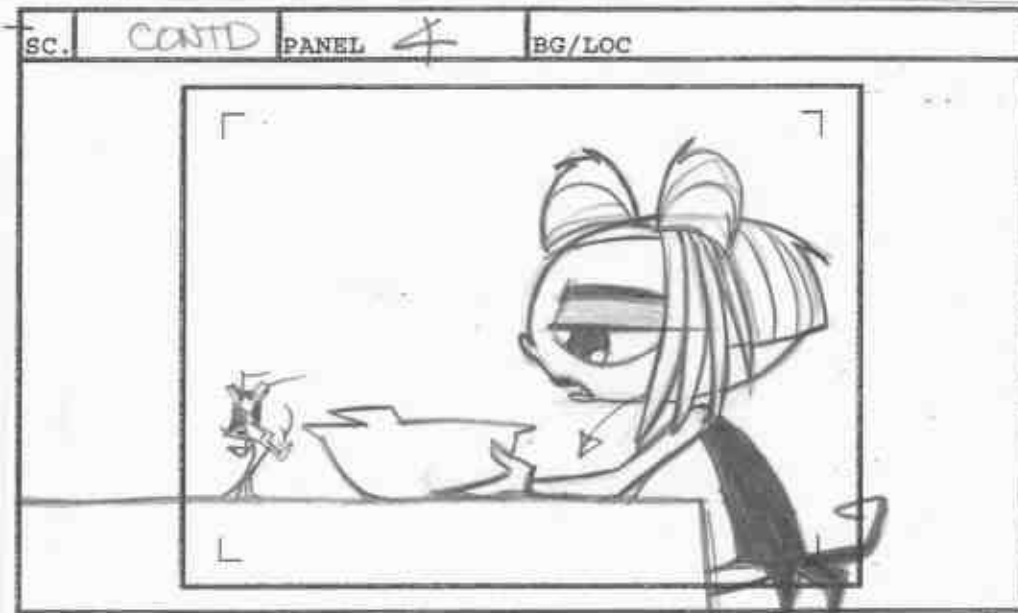
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

DIAL

CAROLEENA:

WHAT'S THE MATTER, CREEPIE?

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES

DIAL

CREEPIE:

I WAS JUST WONDERING

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES

FINAL

PROD #



ACTION

DIAL CREEPIE (CONTD)

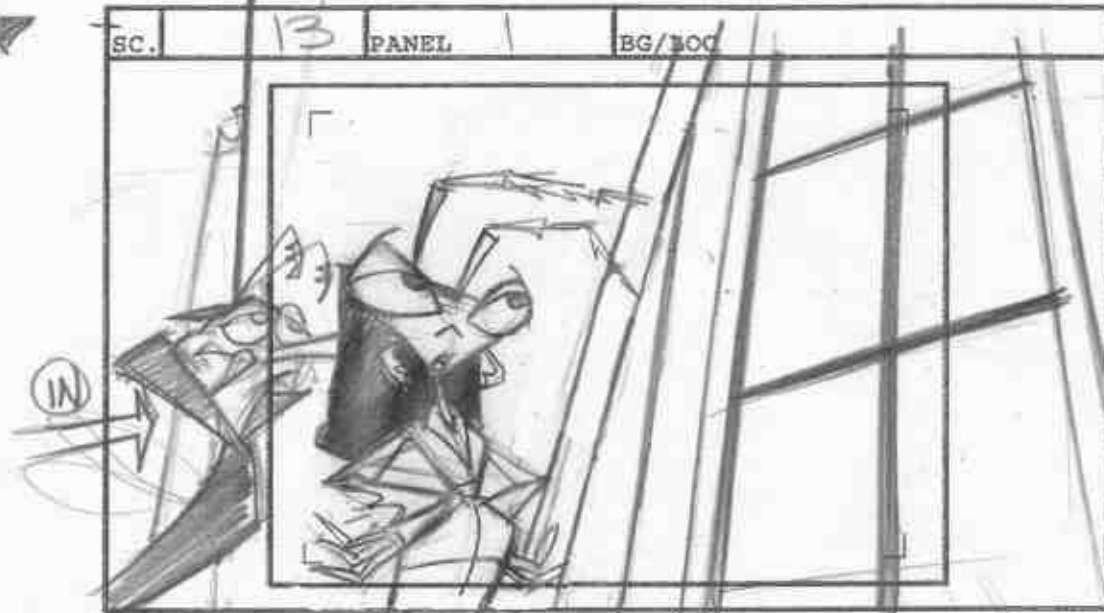
.. WHAT ITS LIKE TO BE AN ONLY CHILD .

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON A CONCERNED CAROLEENA
VINNIE FLITS IN BESIDE HER

DIAL CAROLEENA:

BE CAREFUL..

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

VINNIE STOPS BESIDE CAROLEENA

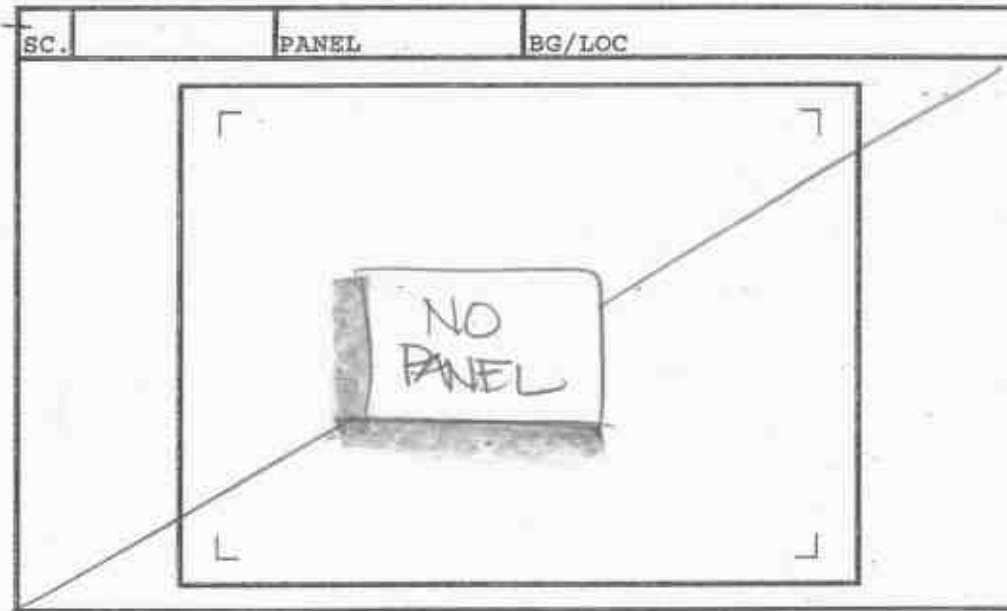
DIAL
CAROLEENA: (CONTD)

..WHAT YOU WISH FOR, DEAR.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

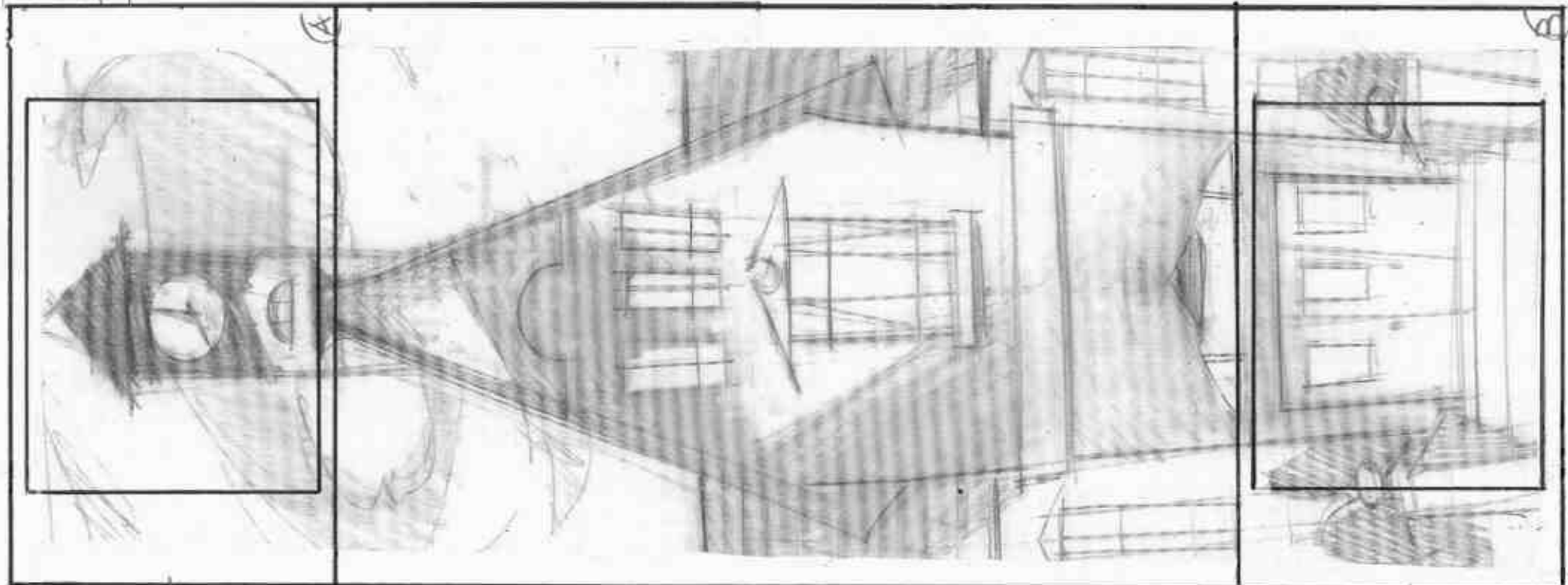
SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE

Sc# K

PAGE 21



START ————— (FAST PAN) —————> STOP

EXT. MIDDLETON MIDDLE SCHOOL (-DAY)
FAST PAN (A) -> (B)

DIAL

SFX:

<SCHOOL BELL/BUZZER>

FX:

SFX:

DIRECTOR'S NOTES

FX:

SFX:

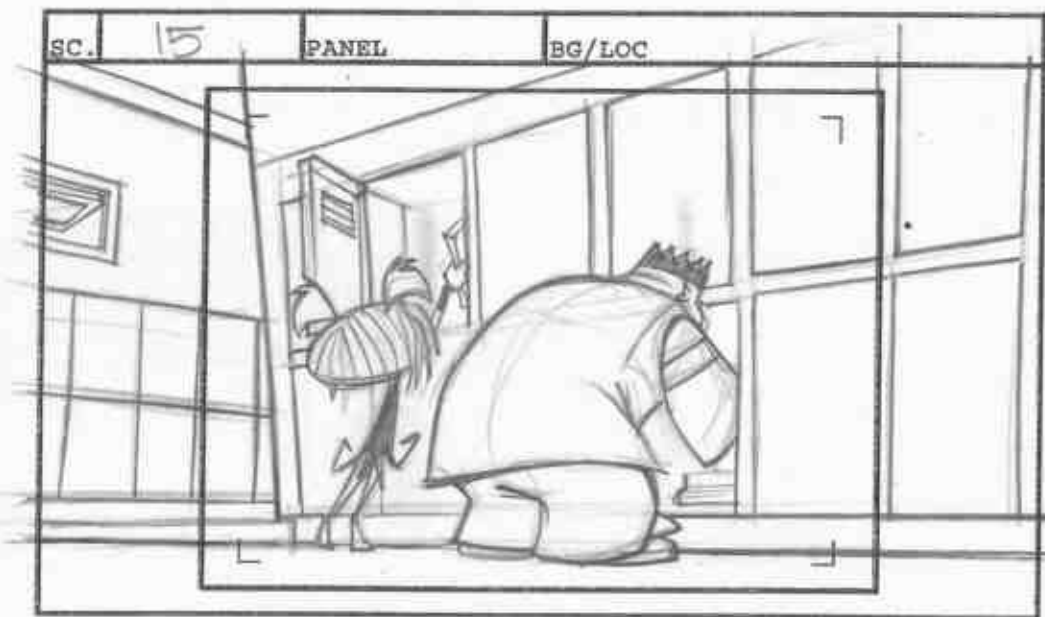
DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT. MIDDLETON MIDDLE SCHOOL - (LOCKERS)
CREEPIE AND BUDGE ARE RUMMAGING IN
THEIR LOCKERS.

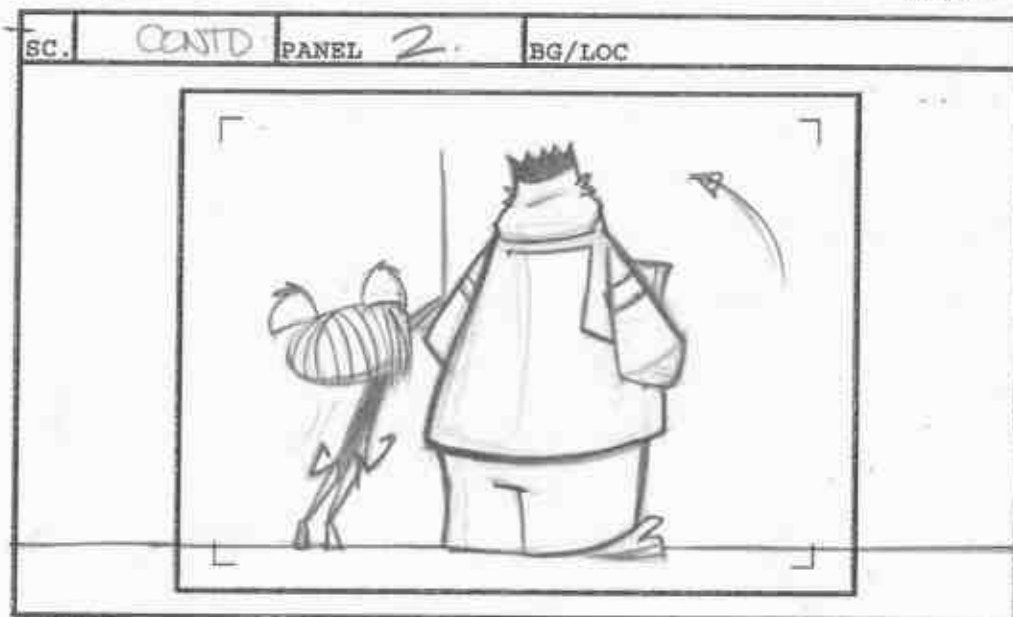
DIAL
BUDGE:

CREEPIE, DID YOU KNOW THAT
WHEN GLASS BREAKS

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
BUDGE STRAIGHTENS.

DIAL BUDGE: (CONTD)
- THE CRACKS MOVE FASTER
THAN 3000 MILES PER HOUR?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANGLE ON
CREEPIE

DIAL

CREEPIE:

NO...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

CREEPIE: (CONTD)

.. BUT I'M GLAD YOU TOLD ME

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

H4



ACTION

CLOSER ON BUDGE AND CREEPIE
BUDGE LOOKS EXCITED.

DIAL
① BUDGE:

DONT TELL ME

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

(BUDGE IS EASILY IMPRESSED)

DIAL BUDGE: (CONTD)

.. THAT'S YOUR TERM PAPER.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



FINAL
PROD #



ACTION



ACTION

CREEPIE LOOKS DOWN AT HER TERM PAPER.

DIAL BUDGE (OS)

.. FOR

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

DIAL BUDGE (CONTO) (OS)

.. DR PAPPAS!

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL	PROD #
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ACTION

CREEPIE'S EYES POP OPEN.

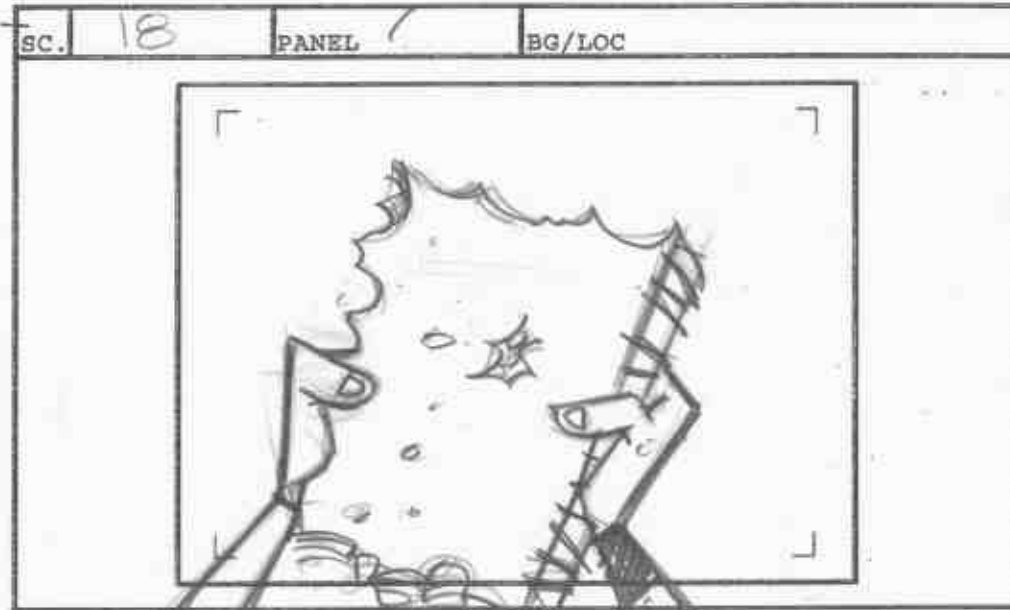
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CREEPIE'S P.O.V. ON HER REPORT

DIAL

CREEPIE: (OS)
OH, NO!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION
WIDE ON BUDGE AND CREEPIE. HER REPORT CRUMBLES.

DIAL
CREEPIE:

THE SILVER FISH MUST HAVE BEEN
EXTRA HUNGRY THIS MORNING

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL
BUDGE:

OR MAYBE IT WAS
TERMITES?

FX:
SFX:

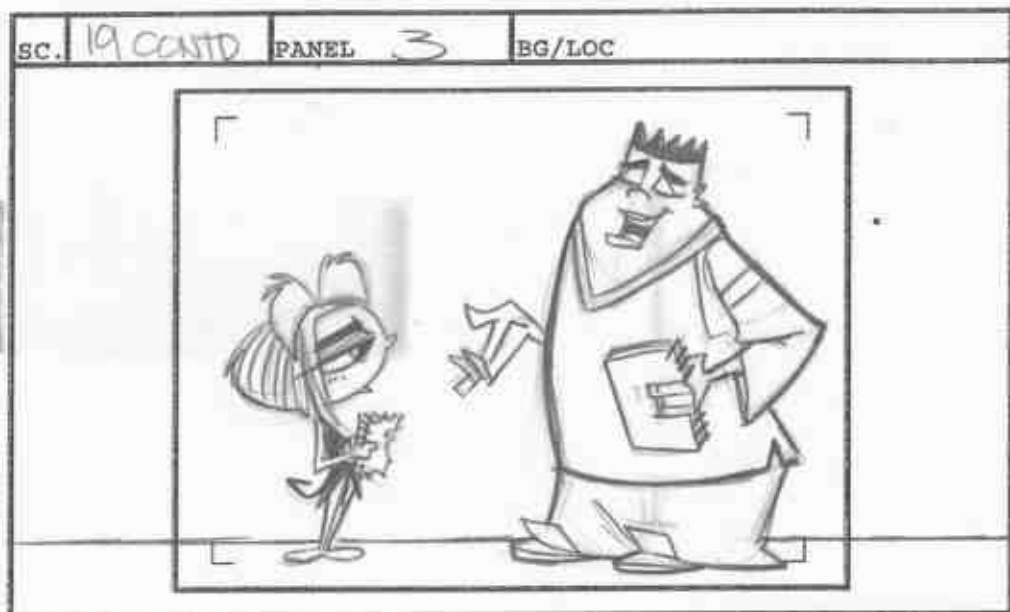
DIRECTOR'S NOTES

SLUG NOTES

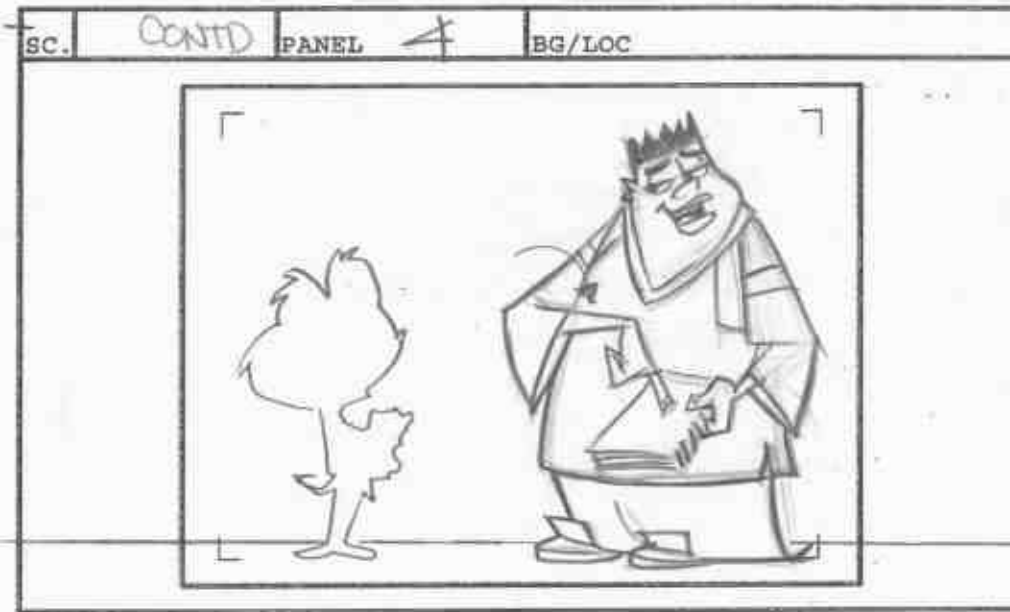
FINAL

PROD #

growing
up
CREEPIE



ACTION



ACTION

DIAL

BUDGE: (CONTD)

GET IT? TERMITES?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

BUDGE: (CONTD)

TERM PAPER?

FX:

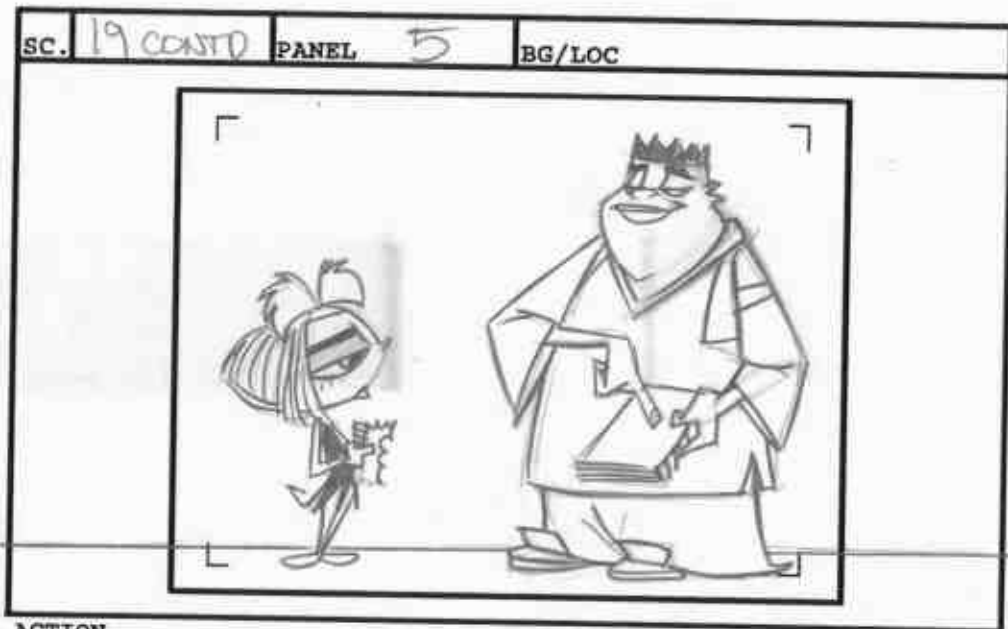
SFX:

DIRECTOR'S NOTES

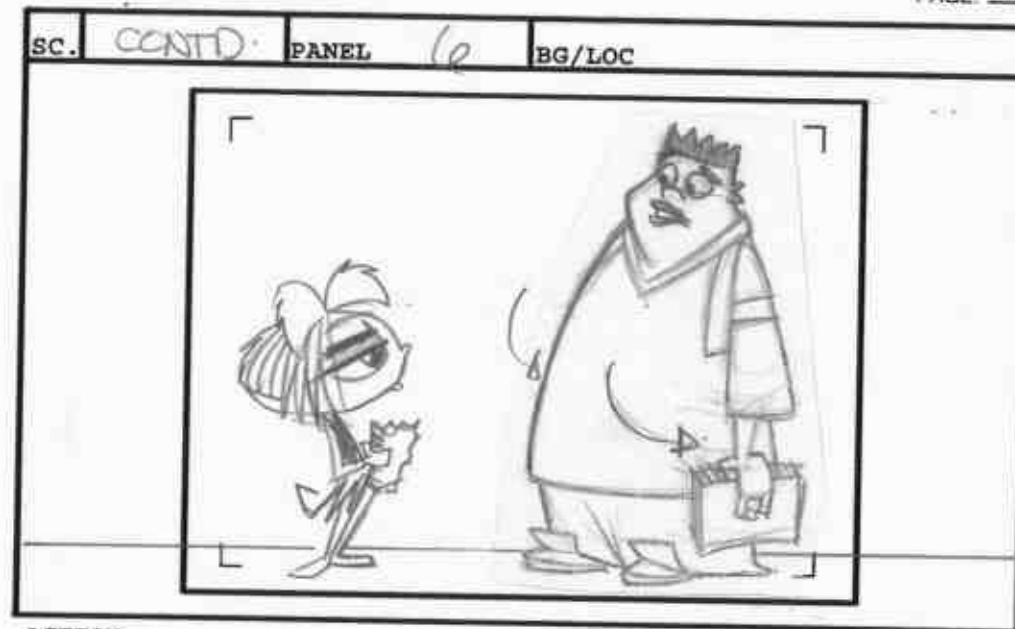
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

DIAL

< 2 BEATS >

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES

DIAL

BUDGE: (SHEEPISH)

GUESS I'LL STICK TO TRIVIA...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
-------	--------

HY



ACTION
CLOSE ON CREEPIE

DIAL
BUDGE (OS) (CONTD)

.. WHAT ARE YOU GONNA DO, THOUGH, CREEPIE?

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
CREEPIE LOOKS AT HER MANGLED TERM PAPER.

DIAL
BUDGE (OS) CONTD

THE TERM PAPER'S DUE TODAY!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

SHE LOWERS HER PAPER.

DIAL

CREEPIE:

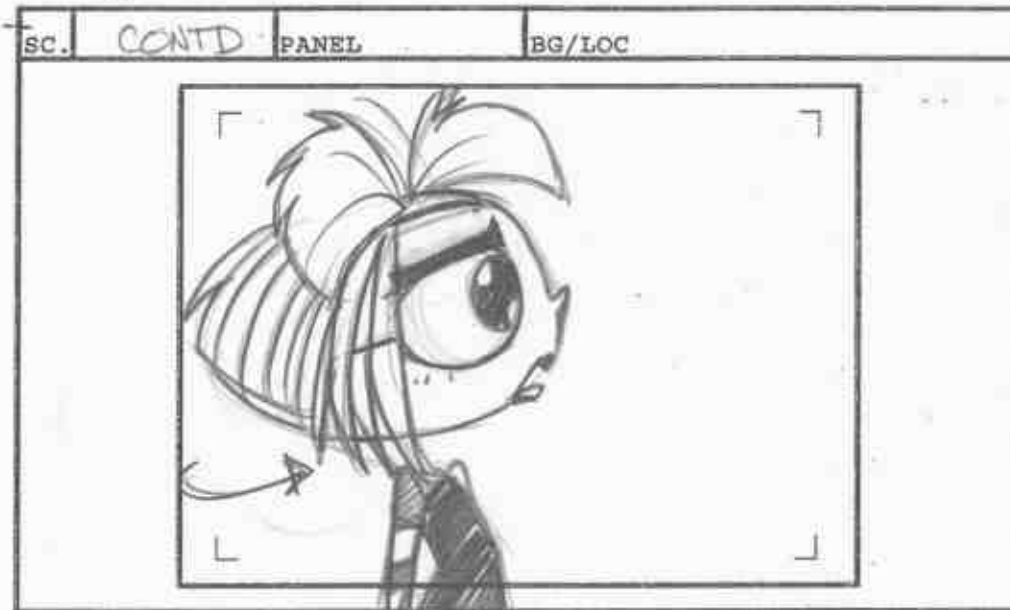
I'LL TELL PAPPAS THE TRUTH.

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

SHE TURNS TO BURGE.

DIAL

CREEPIE: (CONTD)

HE'LL UNDERSTAND.

FX:
SFX:

DIRECTOR'S NOTES

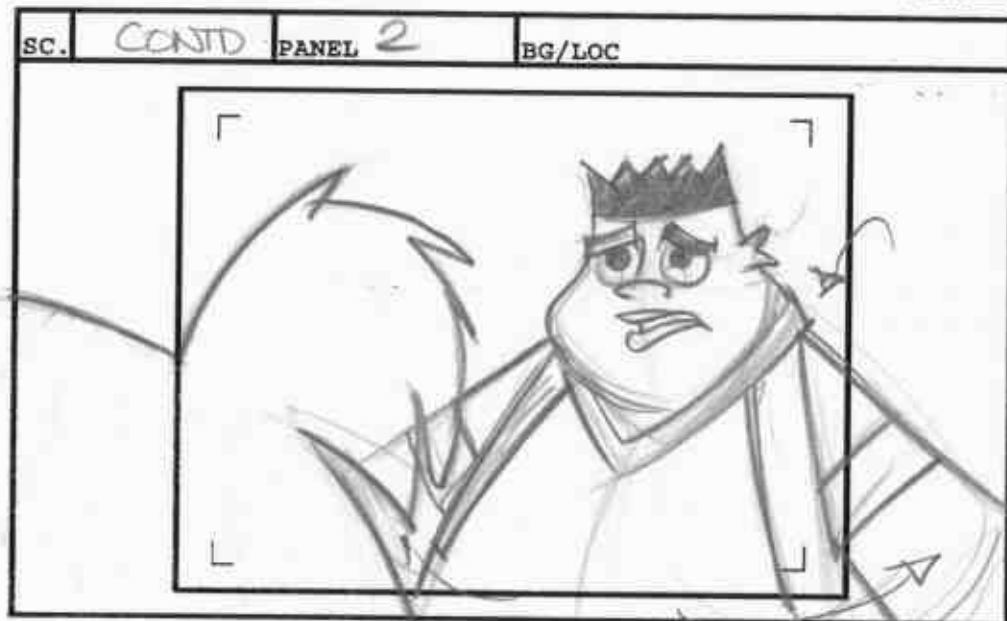
SLUG NOTES

FINAL PROD #



ACTION

ANGLE ON BUDGE



ACTION



DIAL

BUDGE:

OH SURE, DR PAPPAS, I WAS
RAISED BY BUGS ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

BUDGE: (CONTD)

..AND MY FAMILY ATE MY TERM
PAPER...

FX:

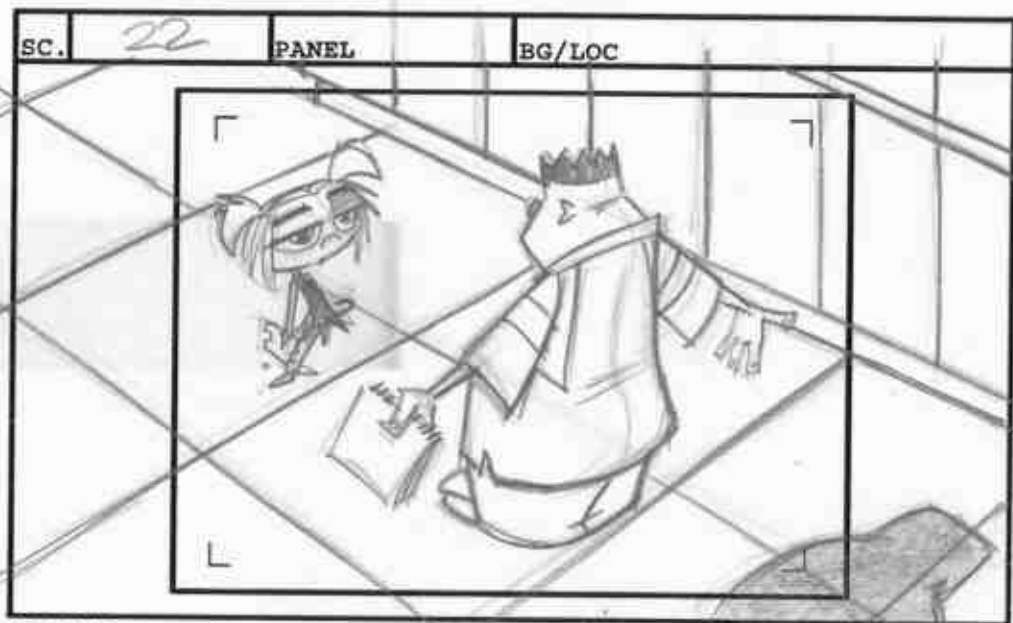
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #

HU



ACTION

WIDE ON CREEPIE AND BUDGE. A SHADOW FILTERS

(IN)

DIAL

BUDGE: (CONTD)

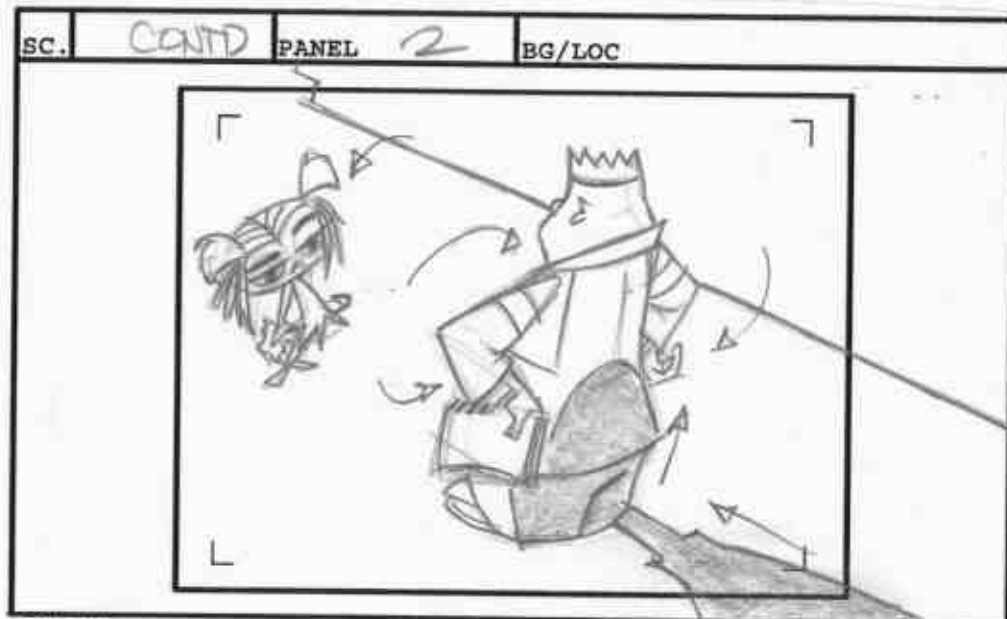
EVERYBODY KNOW PAPPAS..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE STRAIGHTENS. CREEPIE LEANS, LOOKING BEHIND BUDGE

DIAL

BUDGE: (CONTD)

NEVER CUTS ANYBODY A BREAK.

FX:

SFX:

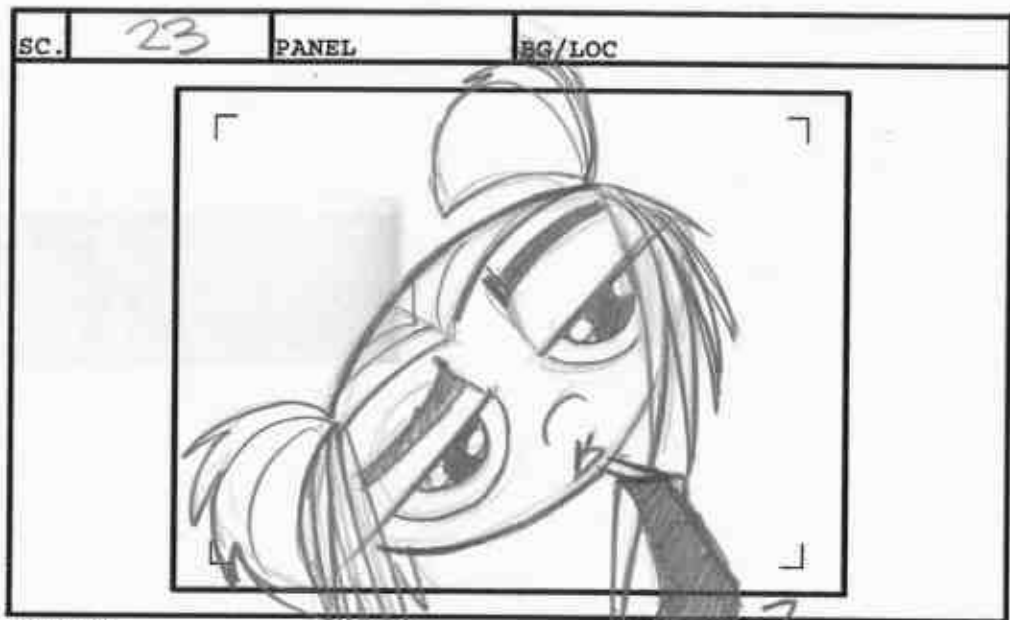
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE

VHTU



ACTION

CLOSE ON CREEPIE
(START POSE)

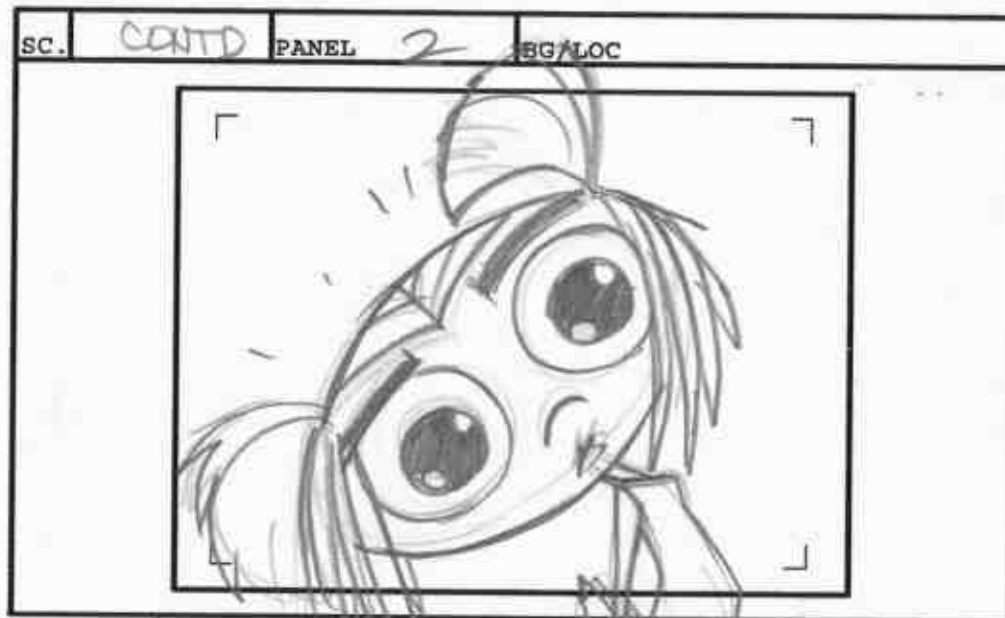
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

CREEPIE'S EYE'S POP WIDE

DIAL

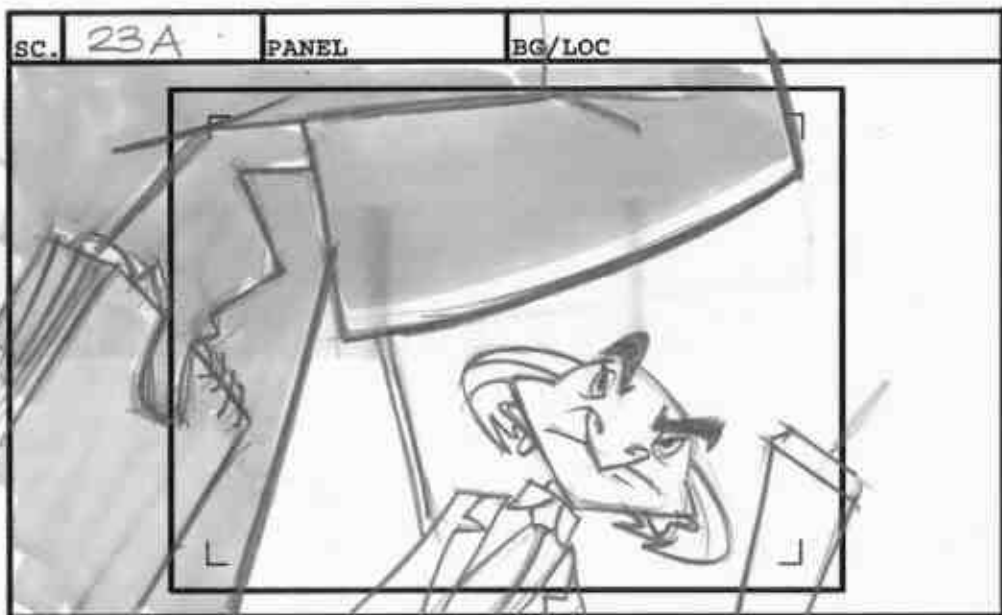
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

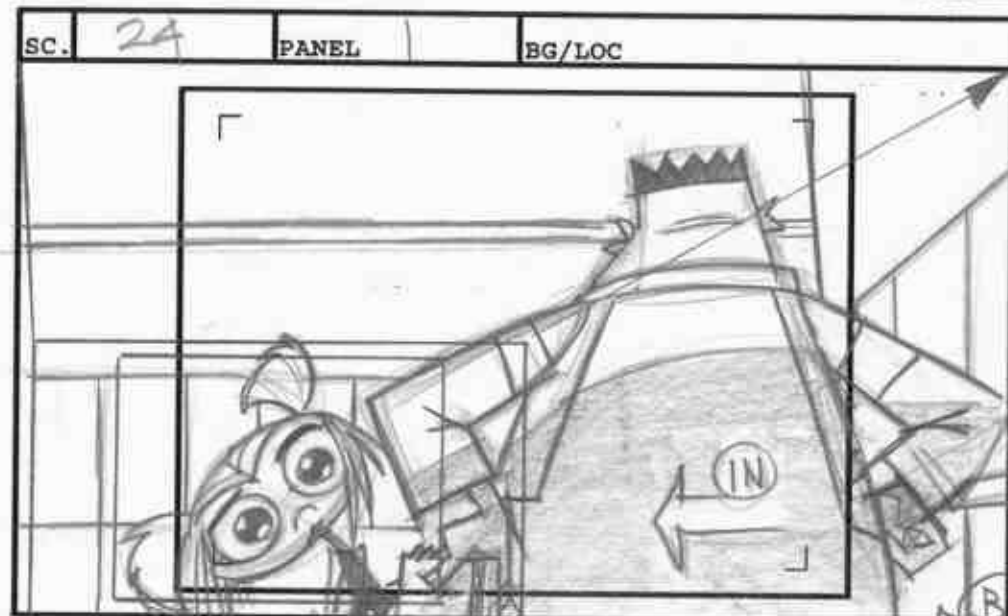
CREEPIE'S P.O.V. DR. PAPPAS IS STANDING BEHIND BURGE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

TRUCK OUT (A) -> (B). SLIDE BURGE IN DURING TRUCK OUT

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



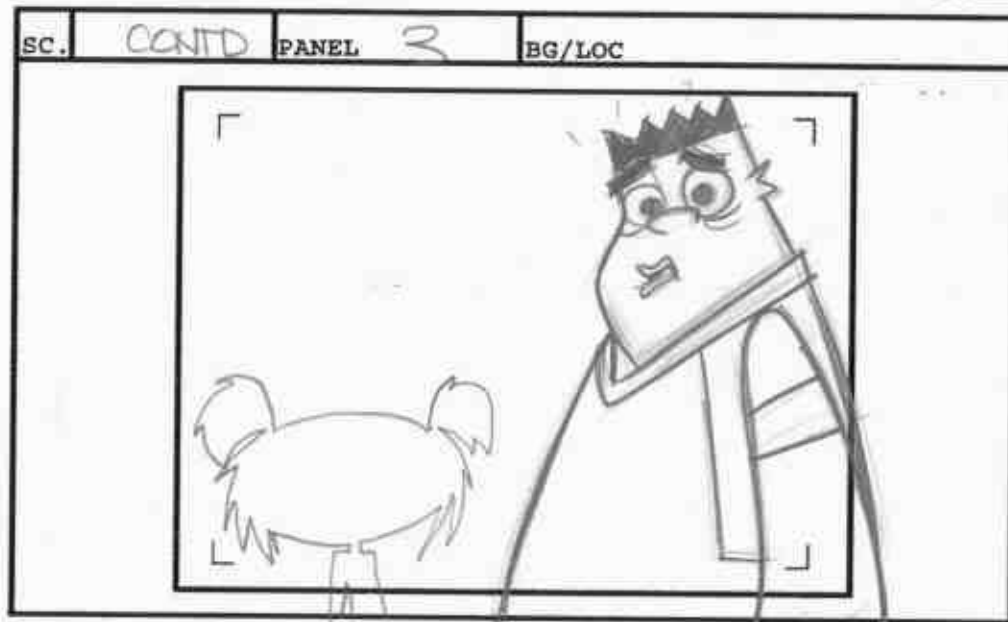
ACTION
BUDGE TURNS..

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
.. AND REACTS.

DIAL
① BUDGE:

I MEAN...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE CHANGES GEAR.

DIAL

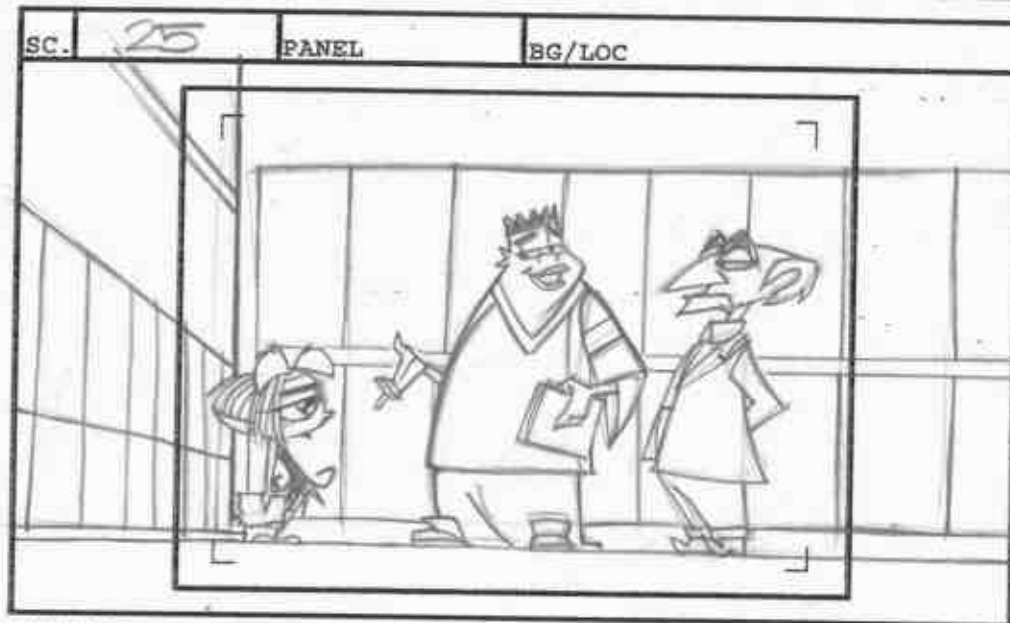
(17) BUDGE: (CONTD)

MAYBE THE SUPER-NICE AND MUCH BELOVED...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

(17) BUDGE: (CONTD)

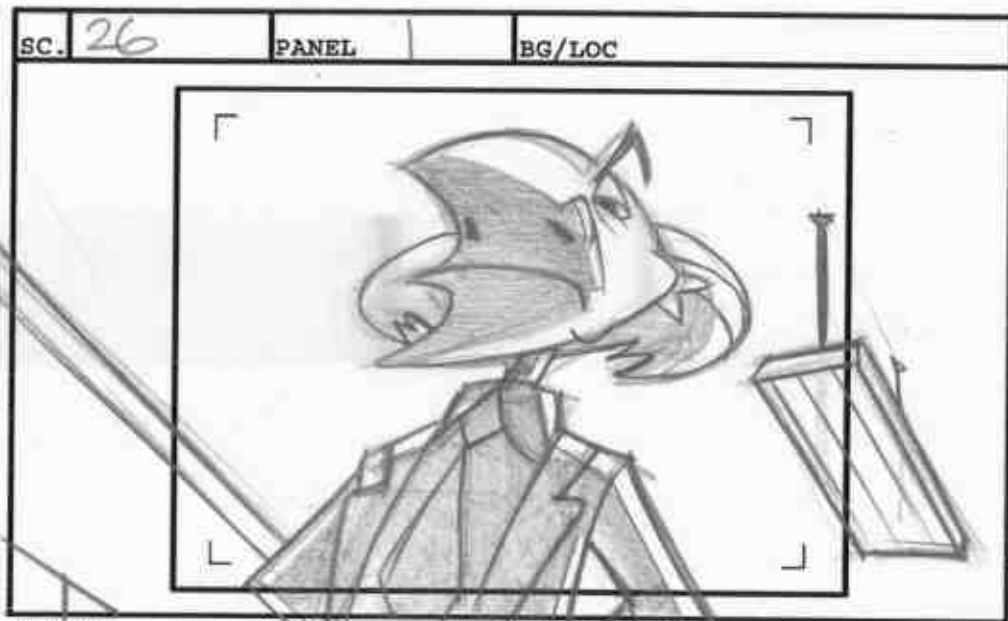
.. DR PAPPAS WILL GIVE YOU AN EXTENSION IN ALL HIS KINDNESS AND GENEROSITY.

FX:
SFX:

DIRECTOR'S NOTES

FINAL	
	PROD #

SLUG NOTES



ACTION

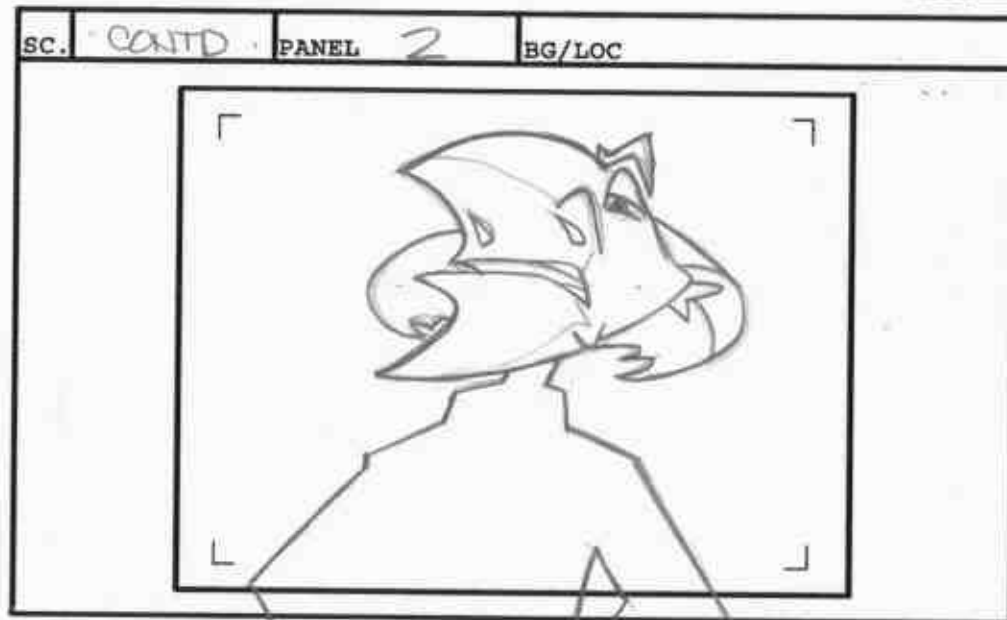
EXTREME ANGLE ON A BACKLIT
DR. PAPPAS

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL DR. PAPPAS:

MISS CREECHER! I SUPPOSE

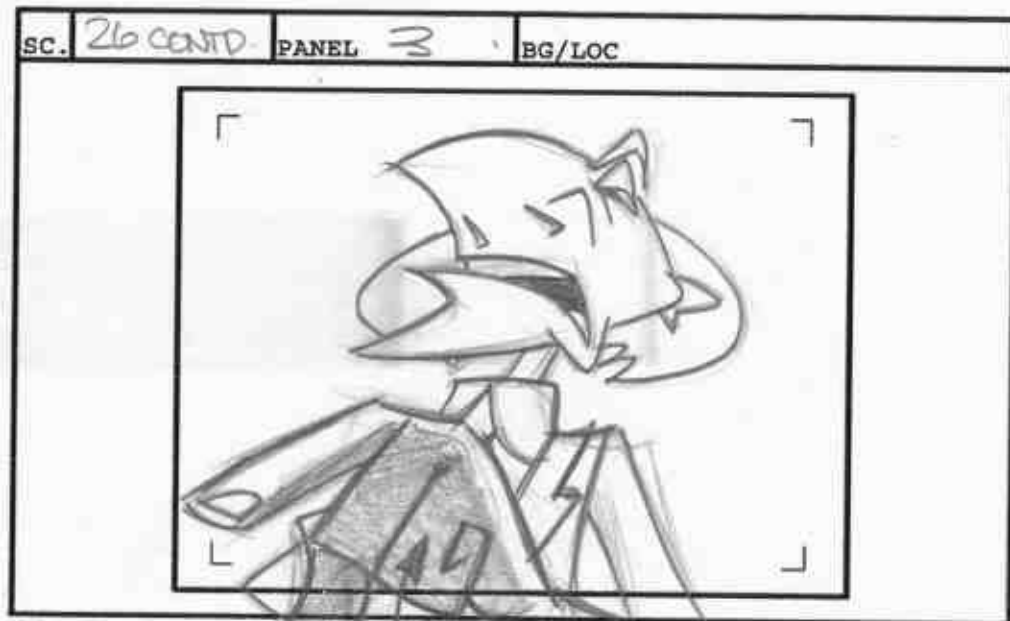
A CANINE...

FX:
SFX:

DIRECTOR'S NOTES

FINAL	
	PROD #

SLUG NOTES



ACTION

DR. PAPPAS GESTURES.

DIAL

DR PAPPAS: (CONTD)

... CONSUMED YOUR HOMEWORK!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON CREEPIE

DIAL

CREEPIE:

ACTUALLY MY COUSINS ATE IT!

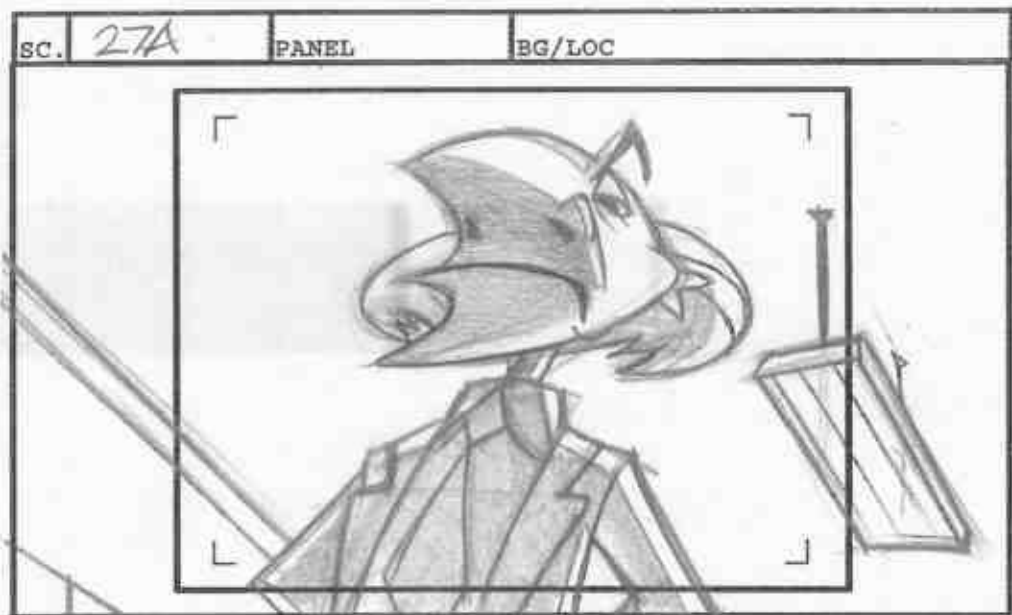
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON DR. PAPPAS, UNIMPRESSED!

DIAL

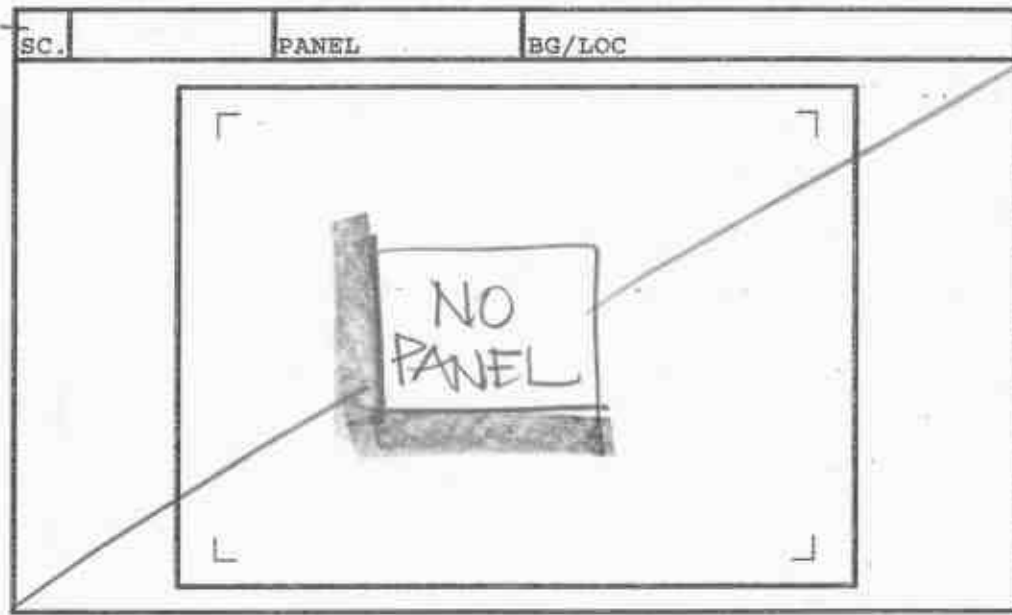
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:

SFX:

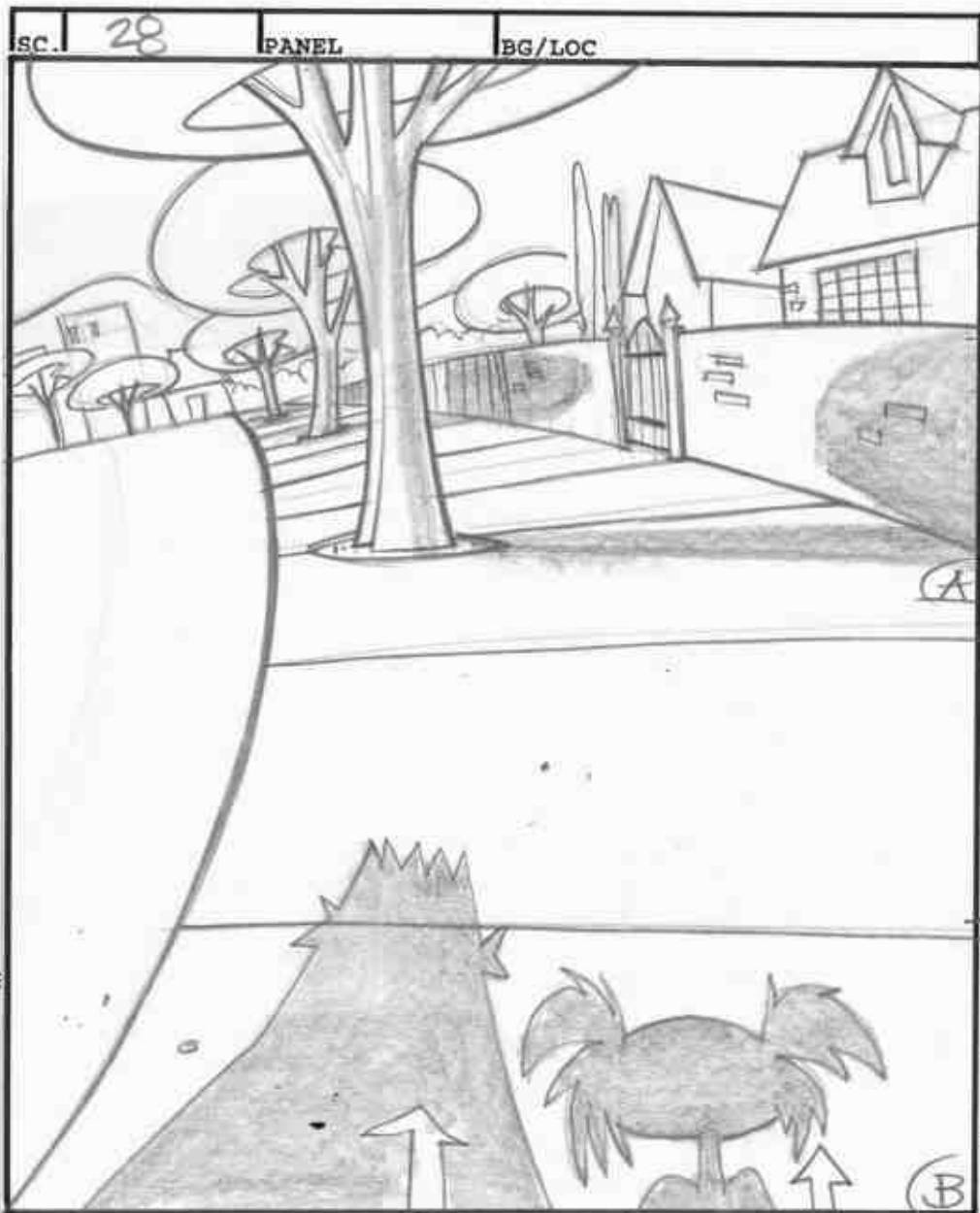
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL

PROD #



SC. 28 PANEL BG/LOC

START

(PAN)

STOP

EXT. MIDDLETON STREET - (DAY)
PAN FROM (A) TO (B) BUDGE & CREEPIE'S
SHADOW IN

DIAL CREEPIE: (VO)

AH MAN I CAN'T BELIEVE I HAVE TO ...

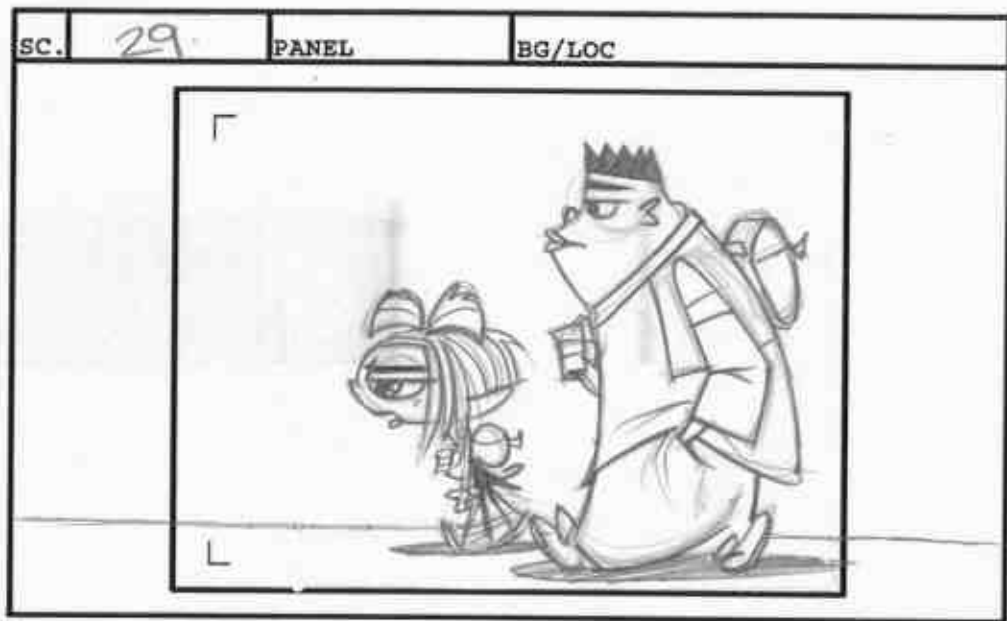
FX: REWRITE...

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANGLE ON BUDGE AND CREEPIE
PAN BG (A) → (B)

DIAL

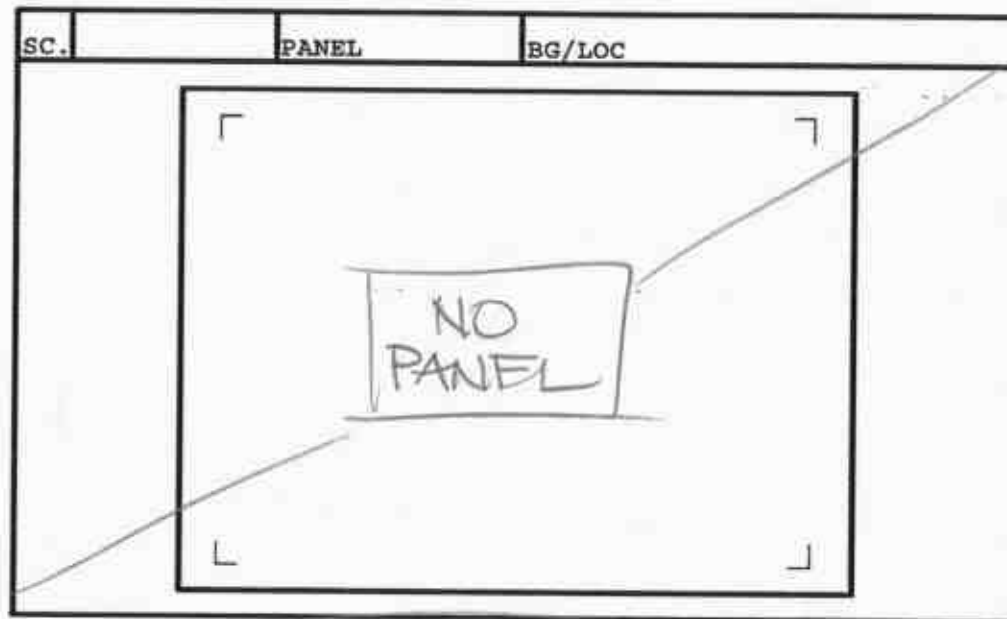
CREEPIE: (CONTD)

FX:
SFX:

MY TERM PAPER ALL WEEKEND

DIRECTOR'S NOTES

SLUG NOTES



ACTION

*BG ON NEXT PAGE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

ACTION

* BACKGROUND SEPARATED FOR CLARITY

DIAL CREEPIE: (CONTD)

MY TERM PAPER ALL WEEKEND.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
[Empty rectangular box for Prod #]

PROD #

growing
UP
CREEPIE



ACTION

CLOSE ON BUDGE PAN - BG ↓

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION



(TREE SHADOW MOVES ACROSS BUDGE)

DIAL

BUDGE:

DIDNT YOU SAVE IT ON
YOUR COMPUTER?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

CLOSE ON CREEPIE SKITTERING ALONG PAN BG

DIAL

CREEPIE:

YEAH, WELL, MY COMPUTER GOT A BUG

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CREEPIE CASTS A GLANCE BACK AT BUDGE

DIAL



FX:

SFX:

DIRECTOR'S NOTES

*SHADOW MOVES ACROSS CREEPIE

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



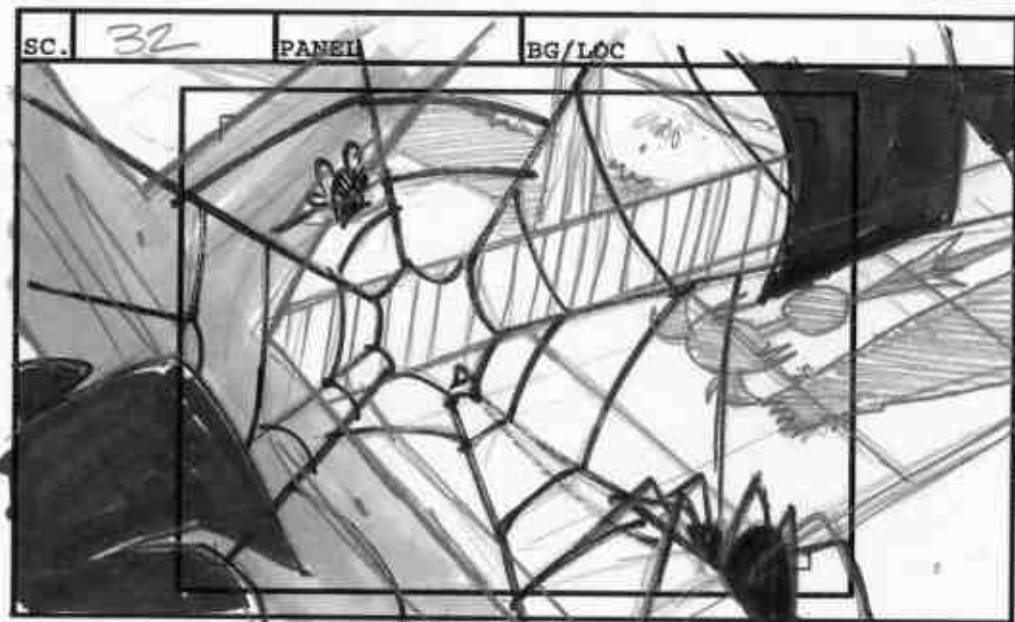
ACTION

DIAL
CREEPIE (CONTD)
IRONIC, ISN'T IT?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON SIDE WALK FROM TREE
BUDGE AND CREEPIE'S SHADOW IN.. A
SPIDER STALKS A TRAPPED FLY.

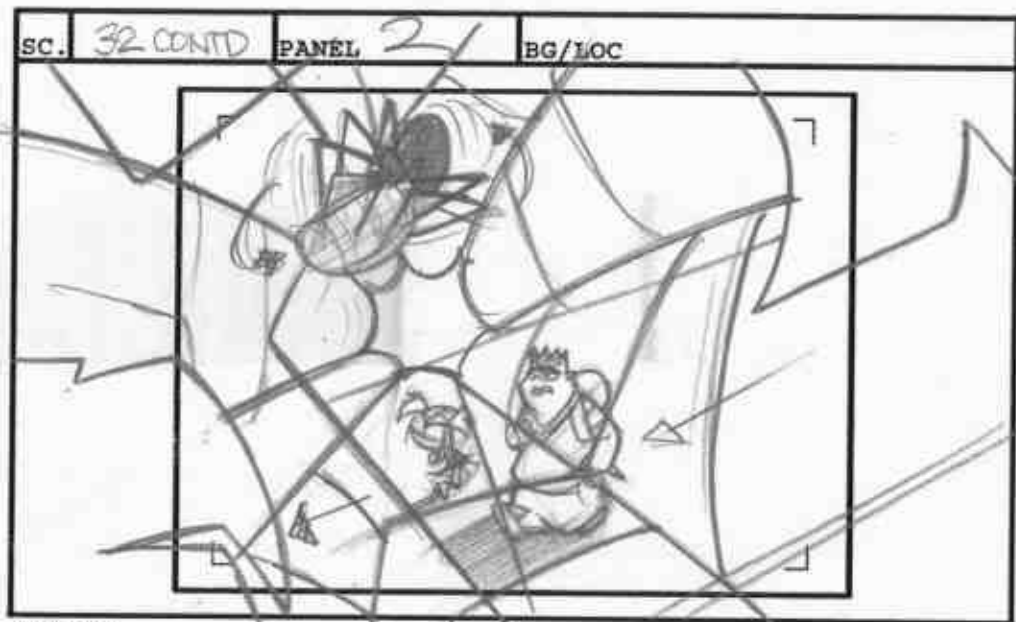
DIAL
BUDGE: (VO)
I FEEL YA, CREEPS.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

AS BUDGE AND CREEPIE WALK PAST THE SPIDER QUICKLY COCOON'S THE FLY.

DIAL

25 BUDGE: (CONTD)

MY LITTLE BROTHER ATE MY SCIENCE PROJECT ONCE ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON BUDGE & CREEPIE WALKING ALONG. ANIMATE TREES, PAN SKY BG.

DIAL

26 CREEPIE:

REALLY?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #

growing
UP
CREEPIE



ACTION



ACTION

DIAL
27 BUDGE

YUP. NEVER BUILD A CARBON MOLECULE
OUT OF MALTED MILK BALLS ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL BUDGE (CONTD)

..UNLESS YOU'RE WILLING TO
MAKE THE ULTIMATE SACRIFICE .

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

(CREEPIE TURNS TO BUDGE
(STOP BG PAN))

DIAL CREEPIE:

UGH, IT WOULDN'T BE SO BAD IF I

FX: COULD GET THE HOUSE TO MYSELF!

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL CREEPIE: (CONTD)

JUST ONCE, I'D LIKE TO KNOW

FX:

SFX:

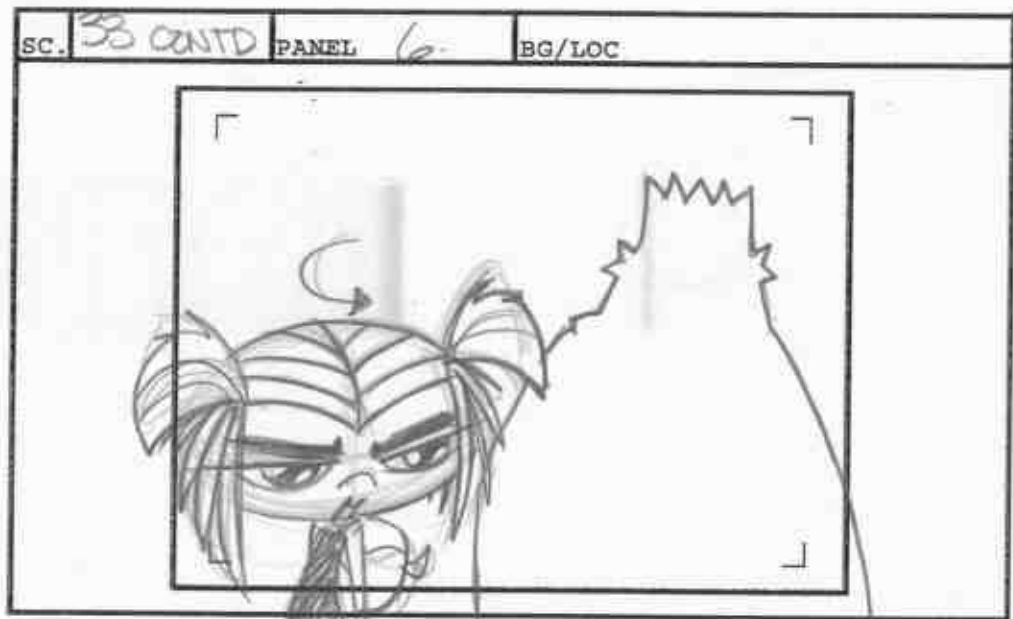
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



ACTION



ACTION

DIAL CREEPIE (CONTD)
 .. WHAT IT'S LIKE TO BE ALONE

FX:

SFX:

DIRECTOR'S NOTES

--

SLUG NOTES

DIAL BUDGE
 CARE WHAT YOU WISH FOR, CREEPS

FX:

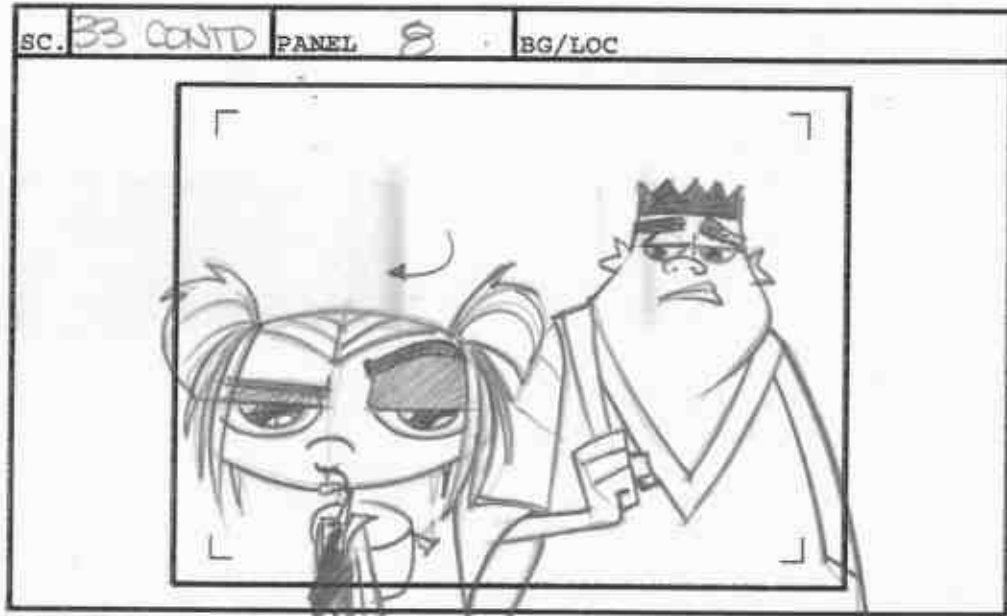
SFX:

DIRECTOR'S NOTES

FINAL PROD #

SLUG NOTES

growing
UP
CREEPIE



ACTION

DIAL

CREEPIE:

WHY? WHAT'S THE WORST THING
THAT CAN HAPPEN?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

SFX: <THUNDER>

<LIGHTNING CRACK>

FX:

SFX:

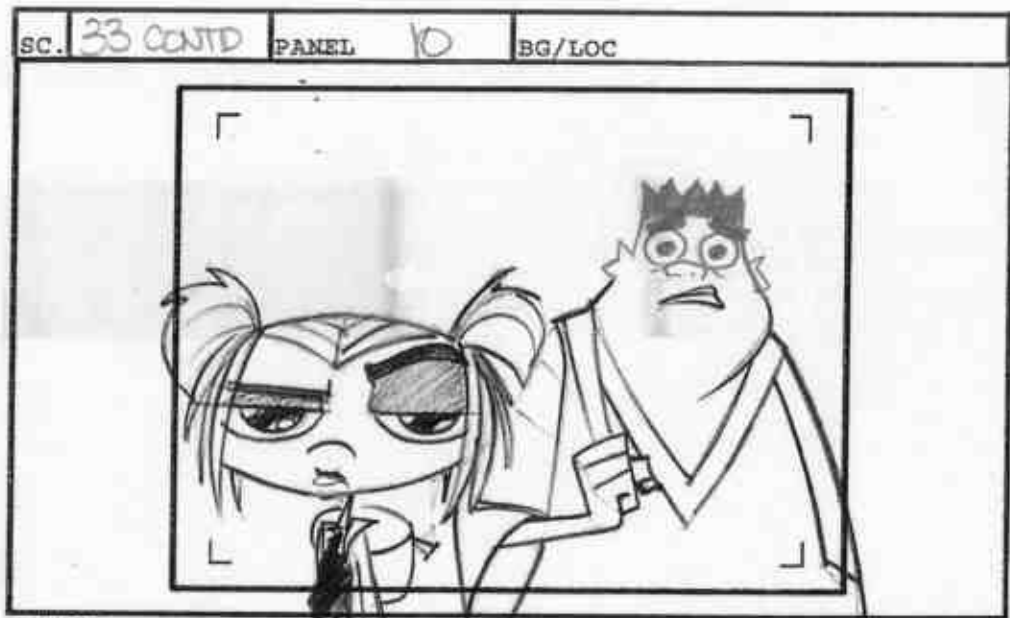
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
-------	--

PROD #

growing
up
creepie



ACTION

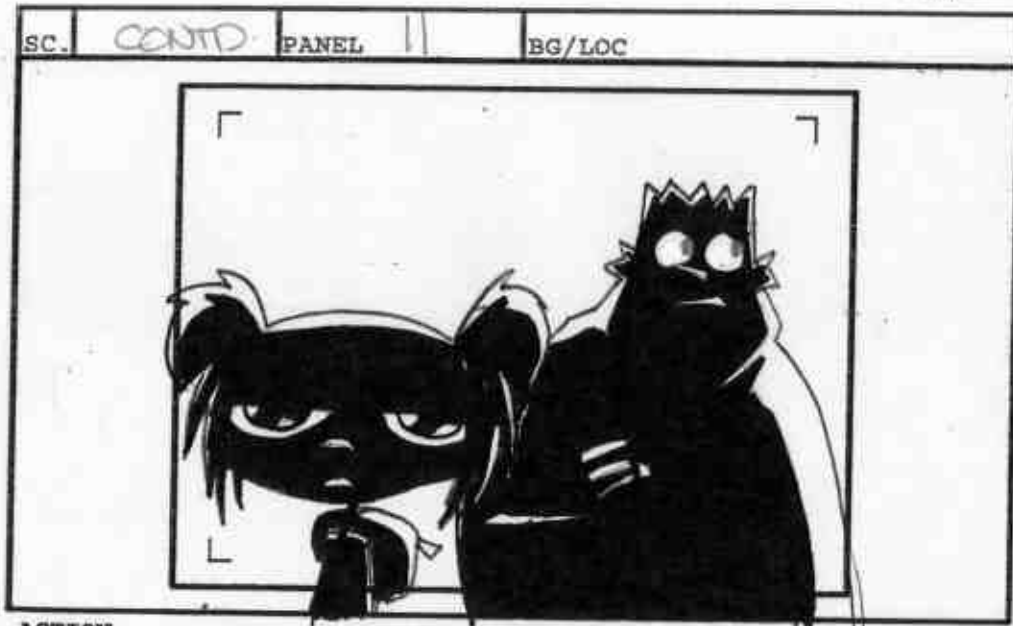
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL

< LIGHTNING FLASH >

FX:
SFX:

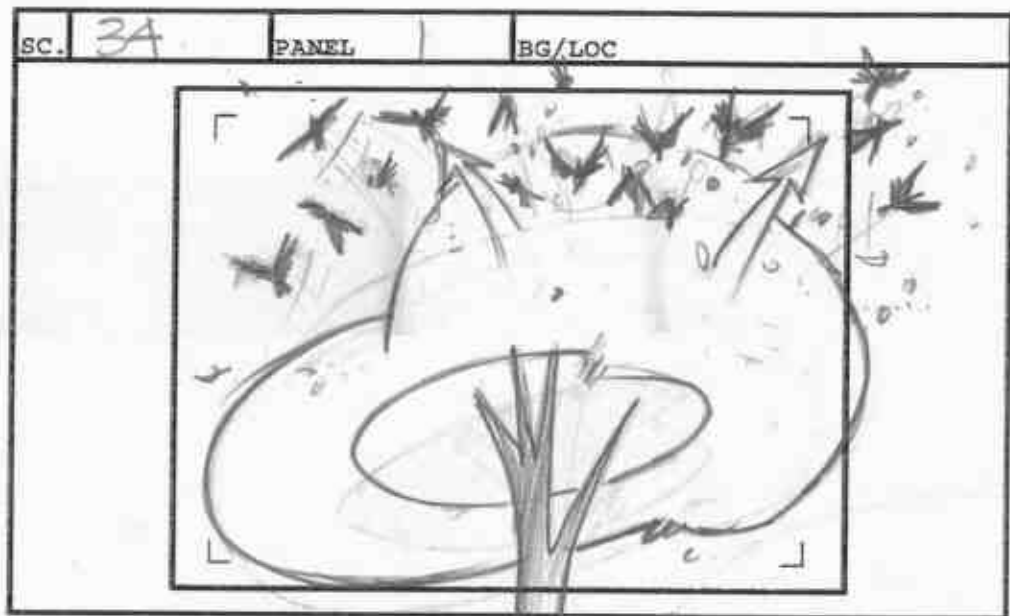
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPY



ACTION

ANGLE ON TREE. CROWS SCATTER



ACTION

CROWS FLY TO CAMERA

DIAL
SFX: <CROW'S AGITATED CAWING>

DIAL

FX:
SFX:

DIRECTOR'S NOTES

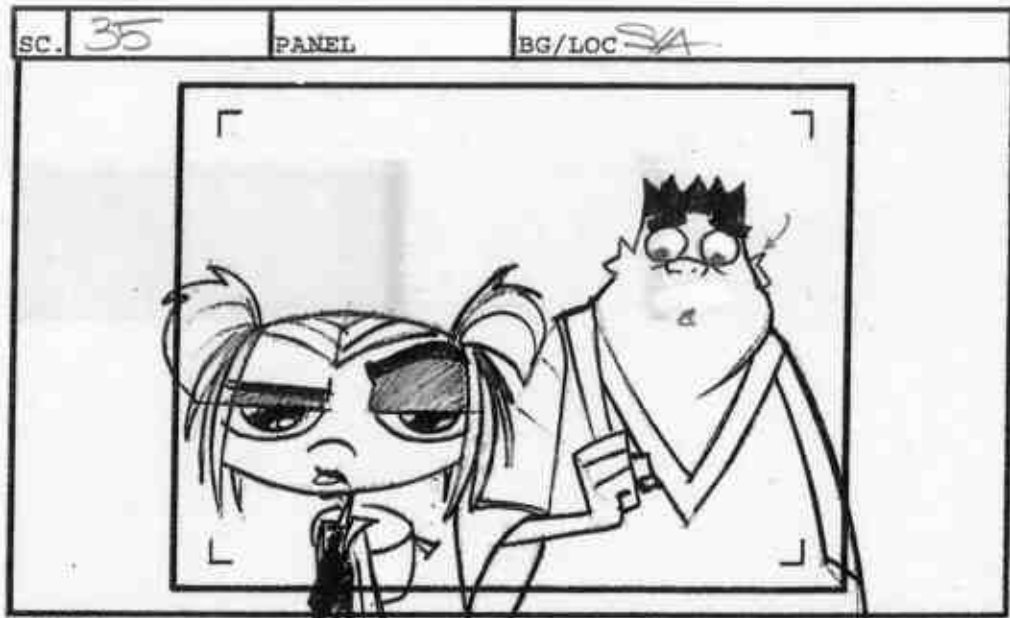
FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES

SLUG NOTES



ACTION

ANGLE ON BUDGE AND
CREEPIE
BUDGE LOOKS DOWN

SFX: (CROWS CAWING AND FADE OUT)

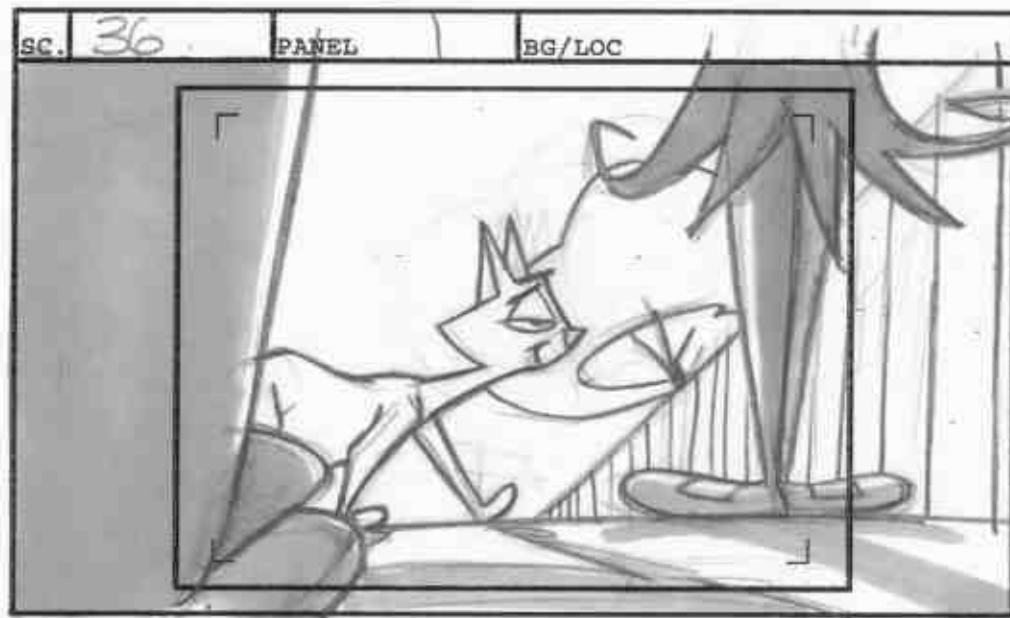


START
ROSE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON SIDEWALK A BLACK
CAT WALKS PAST CREEPIE & BUDGE

DIAL

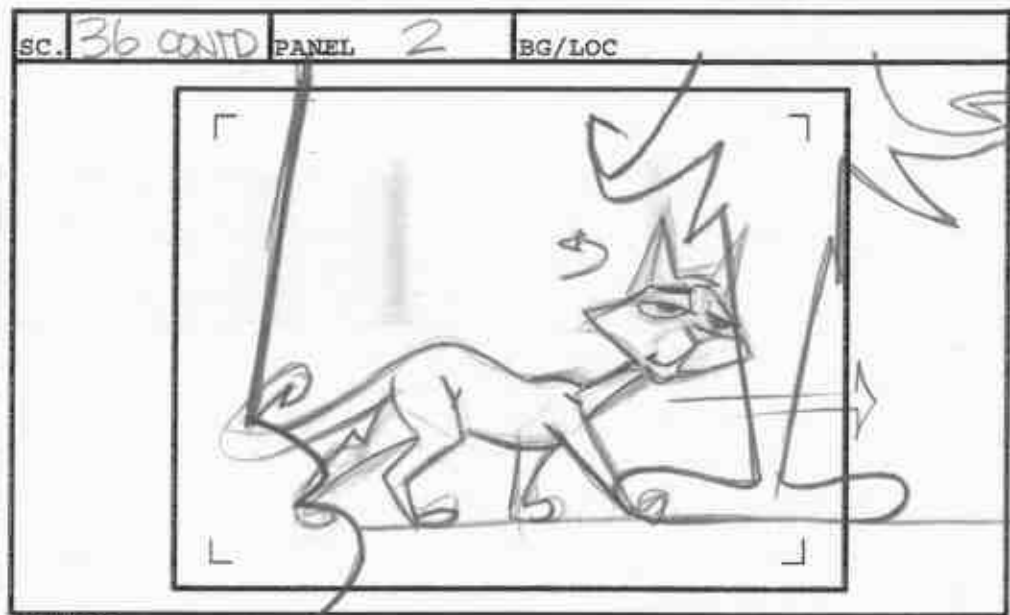
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION

THE CAT TURNS TO THE KIDS

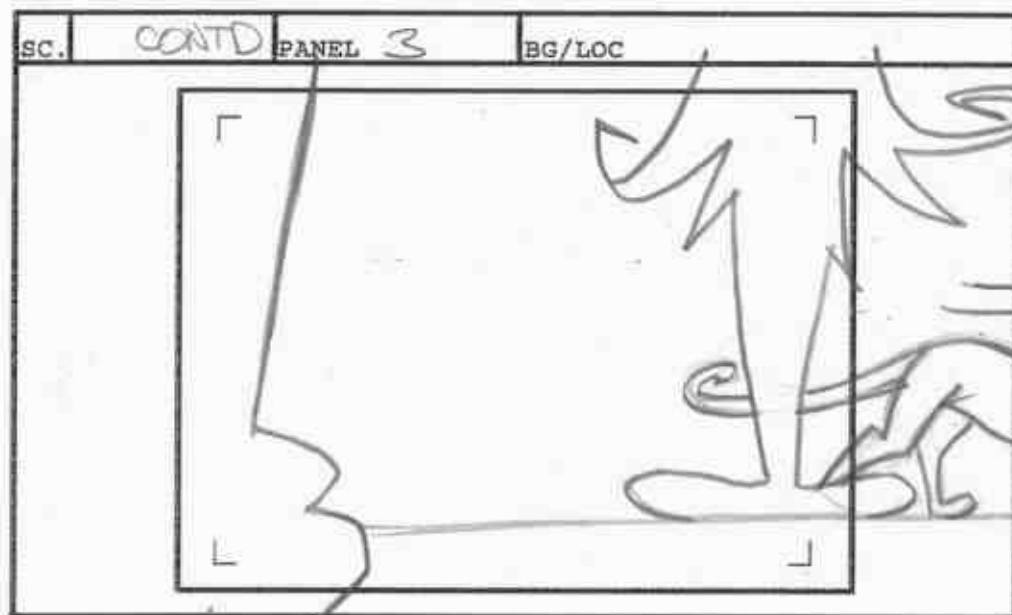
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

.. WALKING OUT NON-CHALANTLY

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION



ACTION

CREEPIE SLITERS FORWARD

DIAL 31 BUDGE:

UH... CREEPIE, DID YOU SEE THAT

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL 32 CREEPIE:

SEE WHAT?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION

BUDGE STRUGS.

DIAL 33 BUDGE:

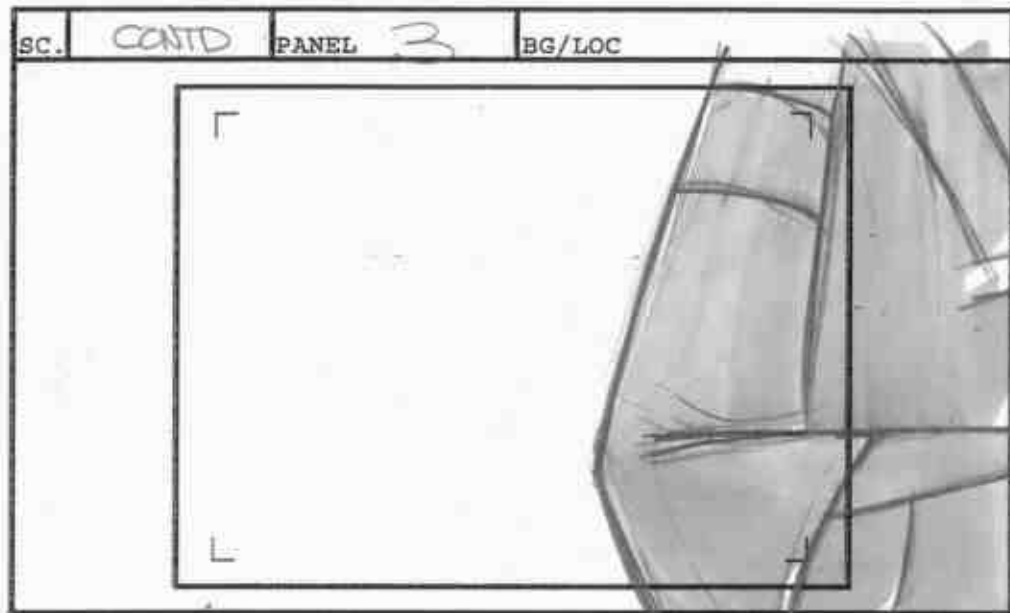
YEAH...

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES



ACTION

... AND MOVES TO CAMERA AND OUT

DIAL BUDGE (CONTD)

... ME NEITHER!

FX:
SFX:

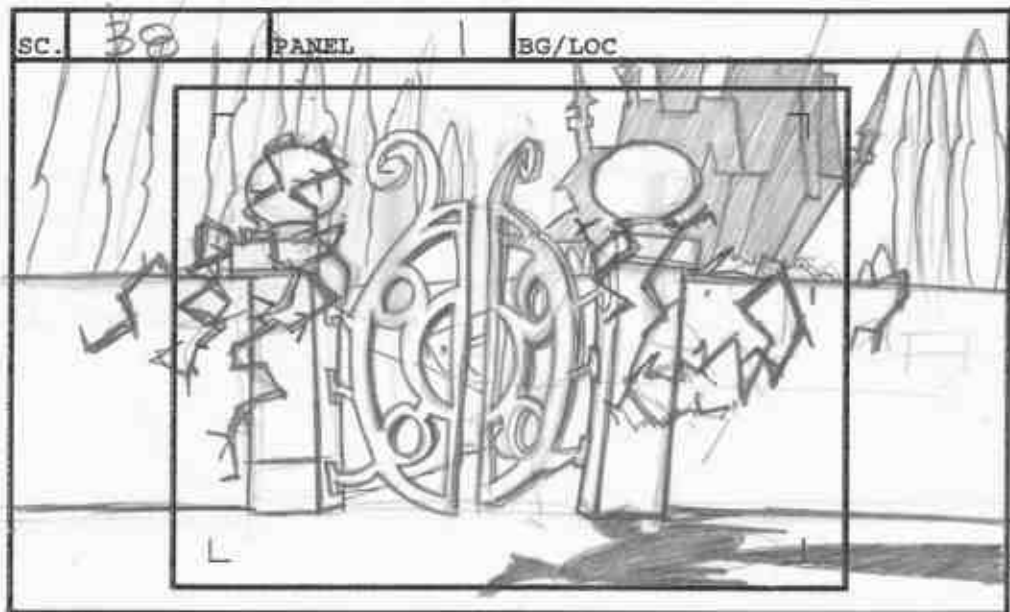
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
creepie



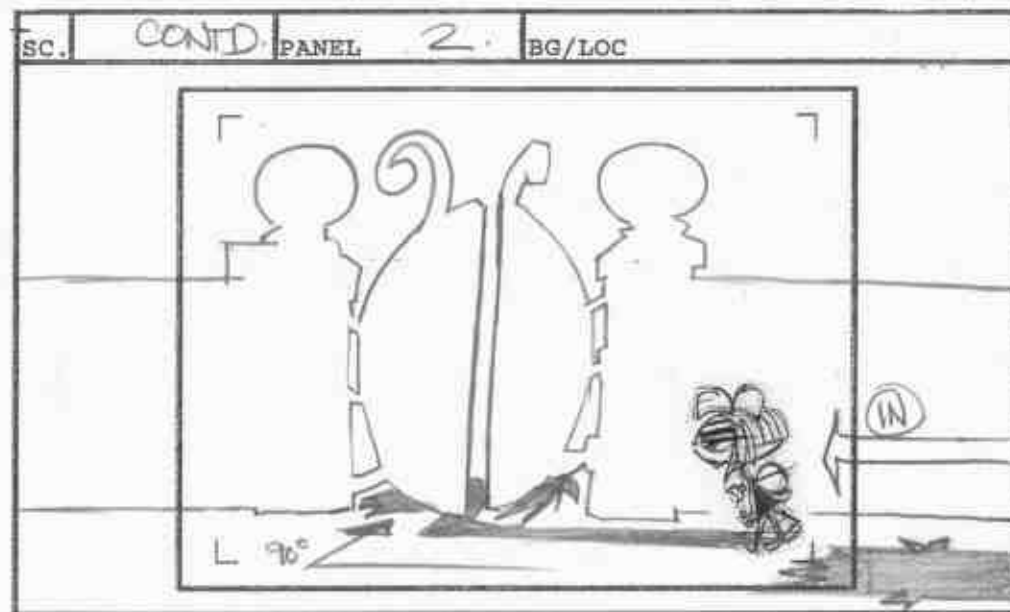
ACTION
EXT. DWEEZWOLD MANOR - FRONT GATE
CREEPIE'S SHADOW SLIDES IN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
FOLLOWED BY CREEPIE, THE SHADOW
TURNS 90° UNDER THE GATE

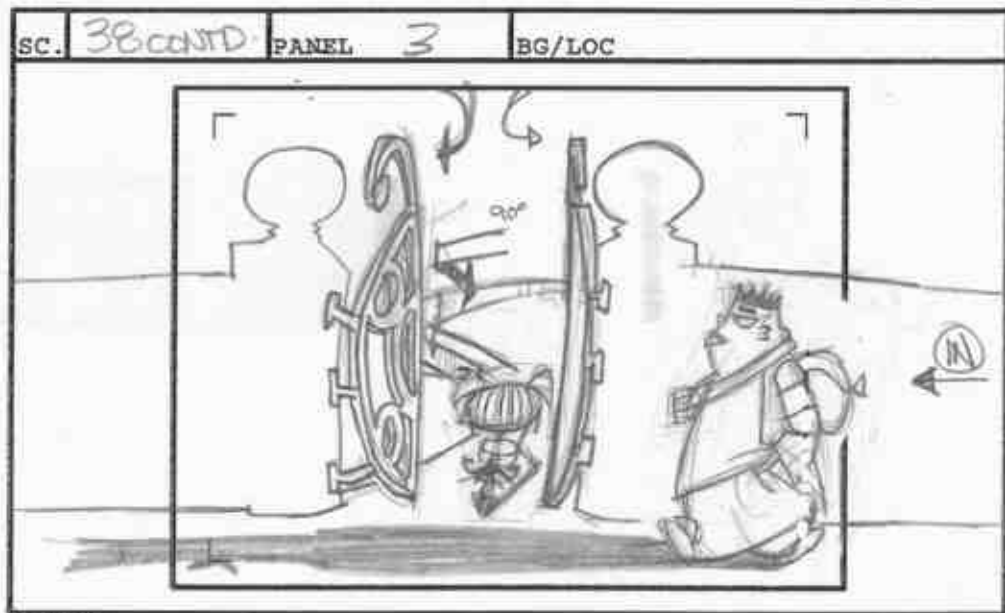
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

CREEPIE PUSHES THROUGH, HEADING TOWARDS THE HOUSE. BUDGE IS RIGHT BEHIND.

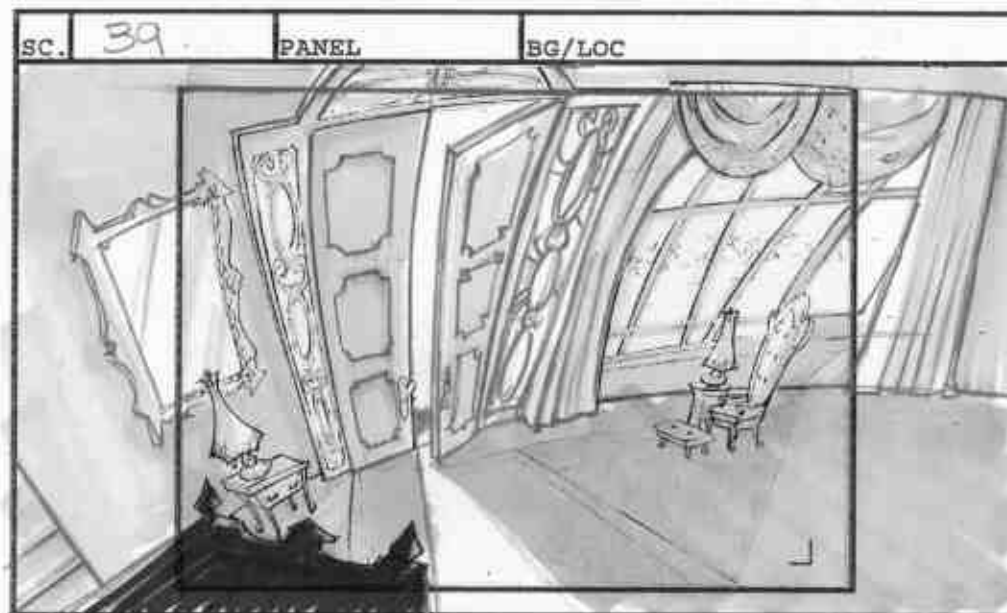
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

MT. DWEZWOLD MANOR - LIVING ROOM - THE FRONT DOOR IS SLIGHTLY AJAR.

DIAL

FX:

SFX:

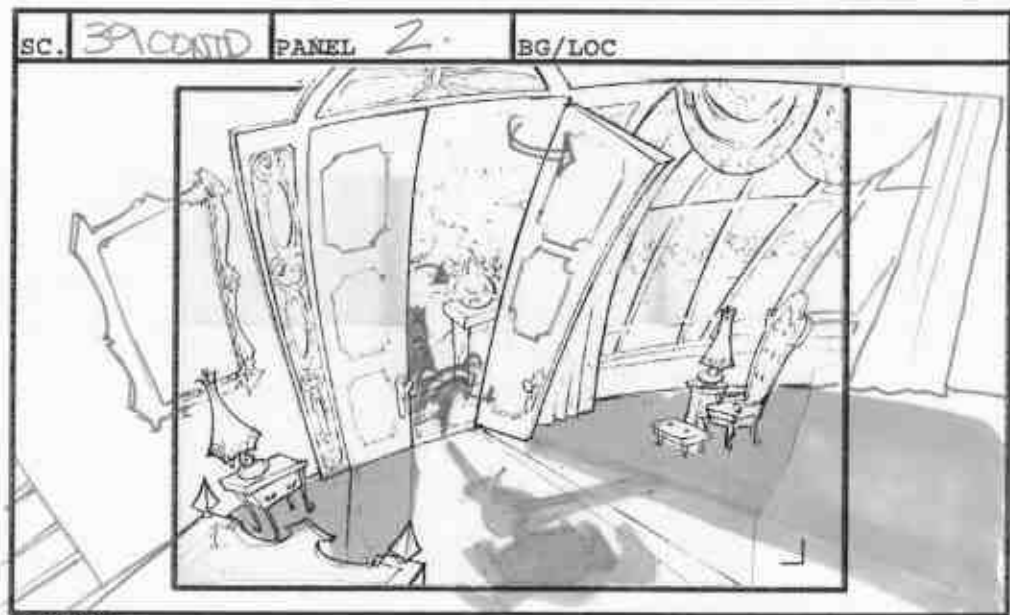
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION

CREEPIE PUSHES THE DOOR OPEN.

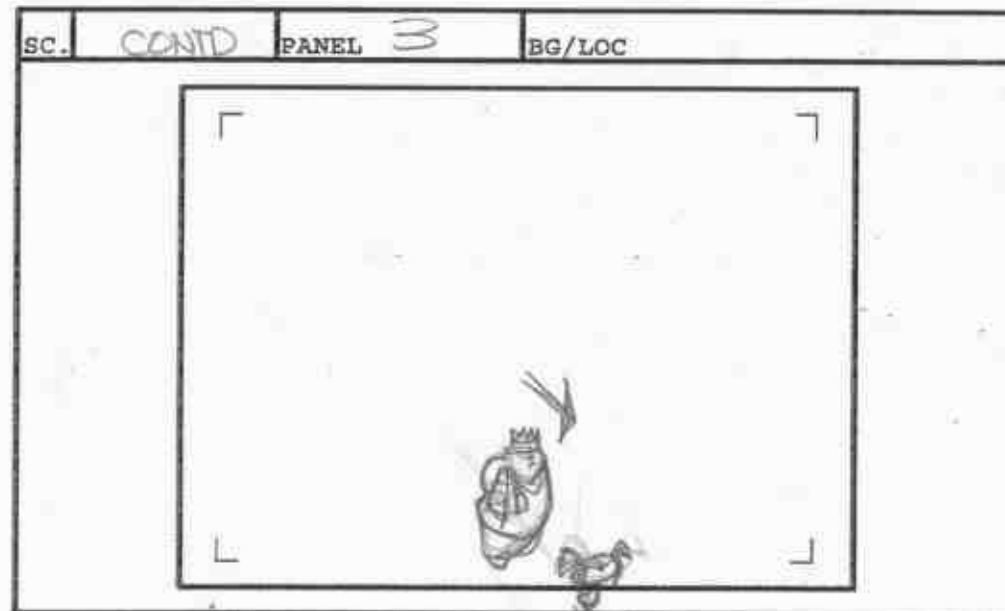
DIAL
34 CREEPIE:

I'M HOME ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE & BUDGE WALK THROUGH

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL PROD #



ACTION
INT. DWEEZWOLD MANDR - PARLOR
CREEPIE AND BUDGE WALK PAST. THE
HOUSE IS EERILY QUIET.

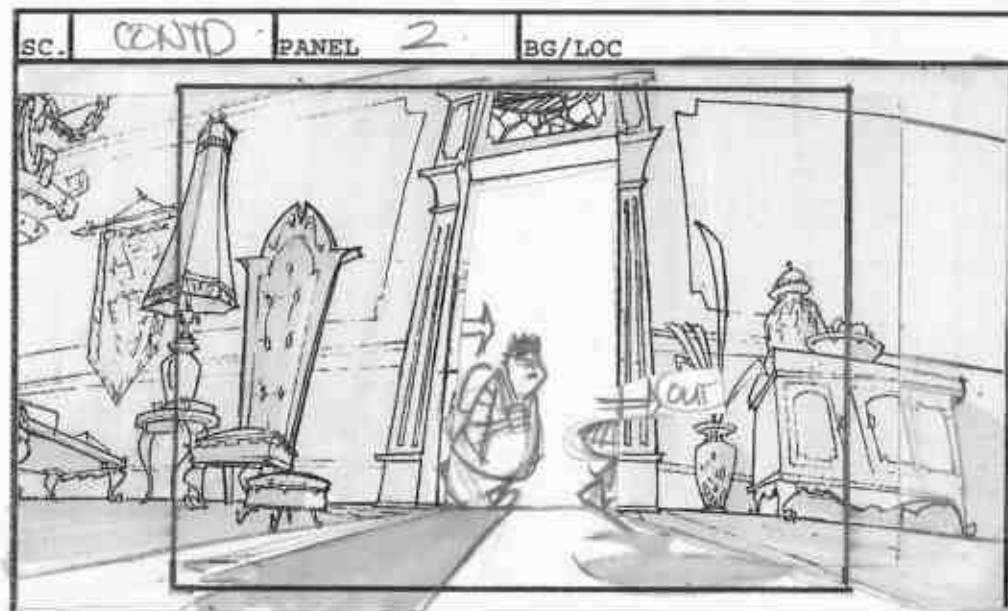
DIAL
(36) CREEPIE:

MOM?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL
(36) CREEPIE (CONTD)

DAD?

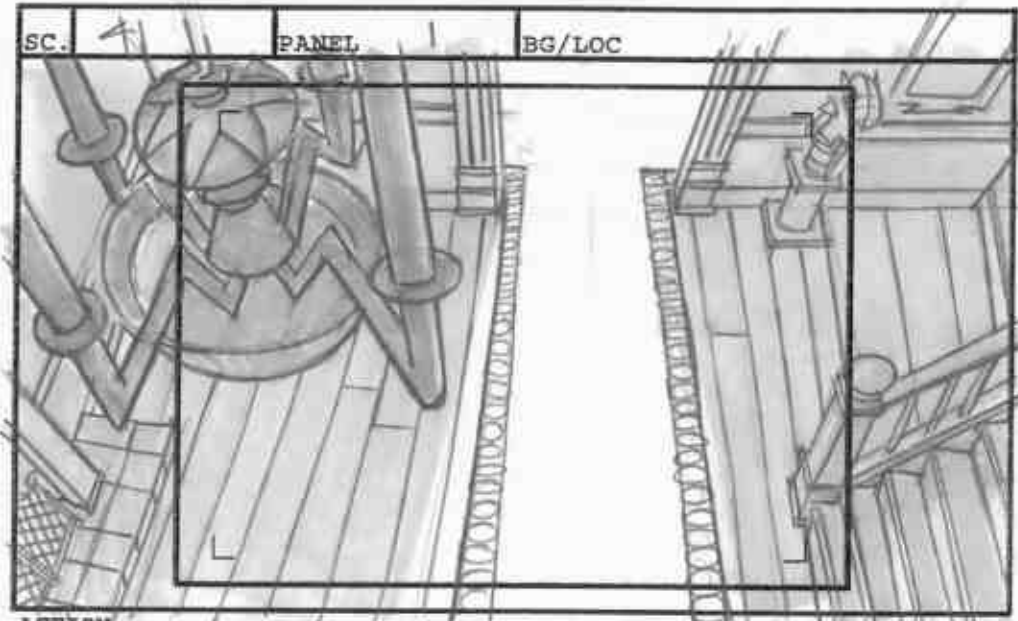
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

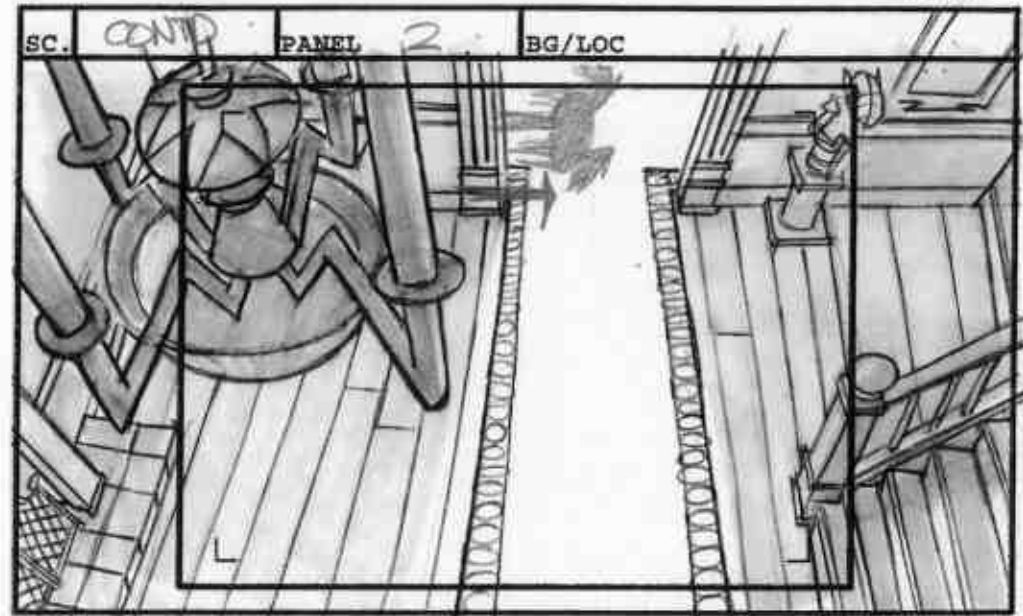
FINAL	
PROD #	

growing up CREEPIE



ACTION

ANGLE ON LIVING ROOM



ACTION

CREEPIE'S SHADOW IN

DIAL

36 CREEPIE: (CONTD)

GNAT?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

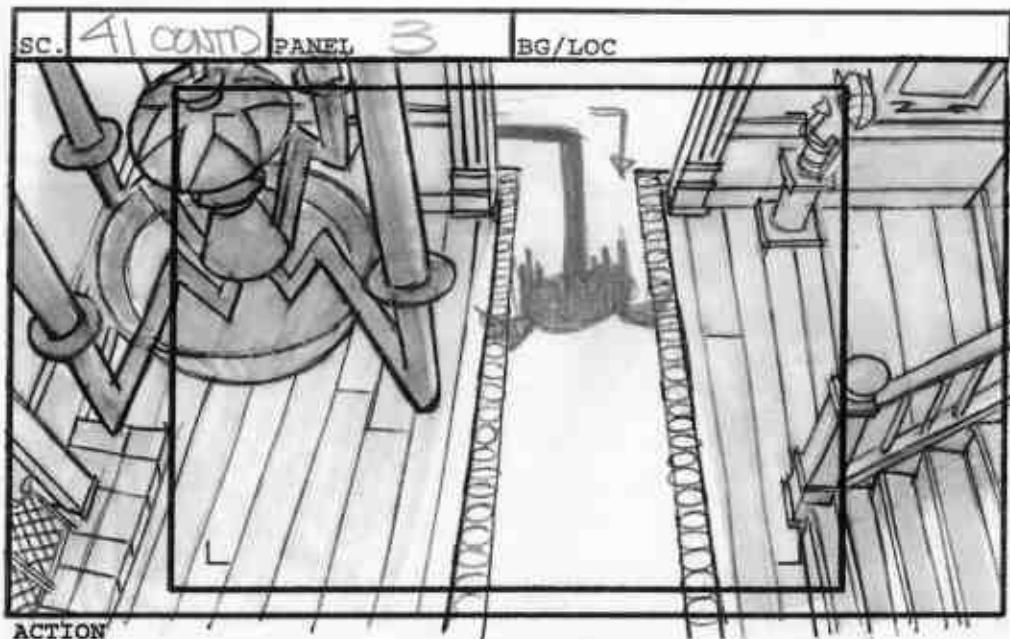
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION

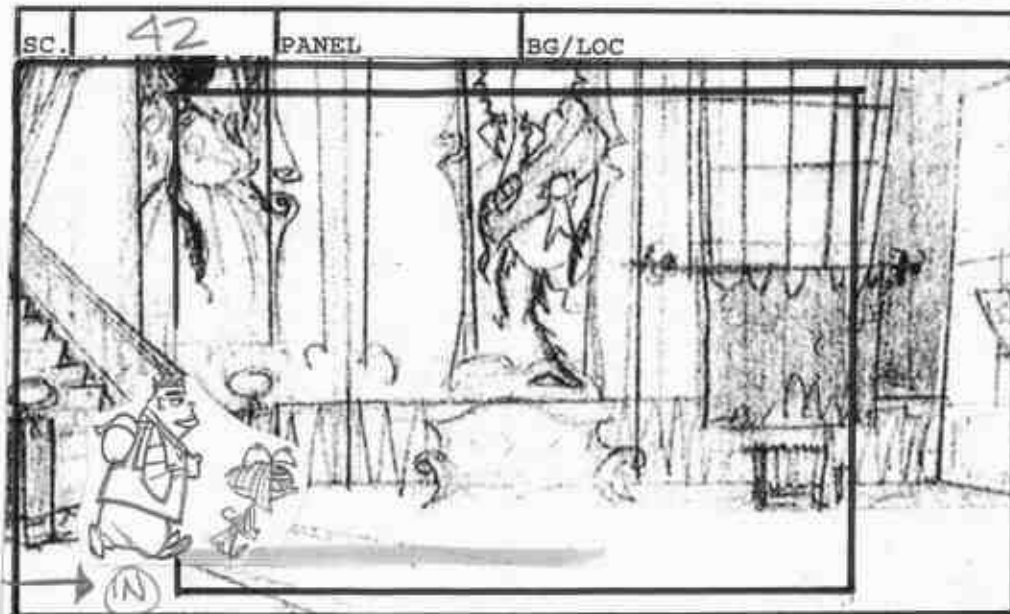
CREEPIE'S SHADOW TURNS INTO ROOM

DIAL (36) CREEPIE (CONTD)
PAULIE?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON "LIVING ROOM" CREEPIE AND BUDGE WALK IN

DIAL

FX:
SFX:

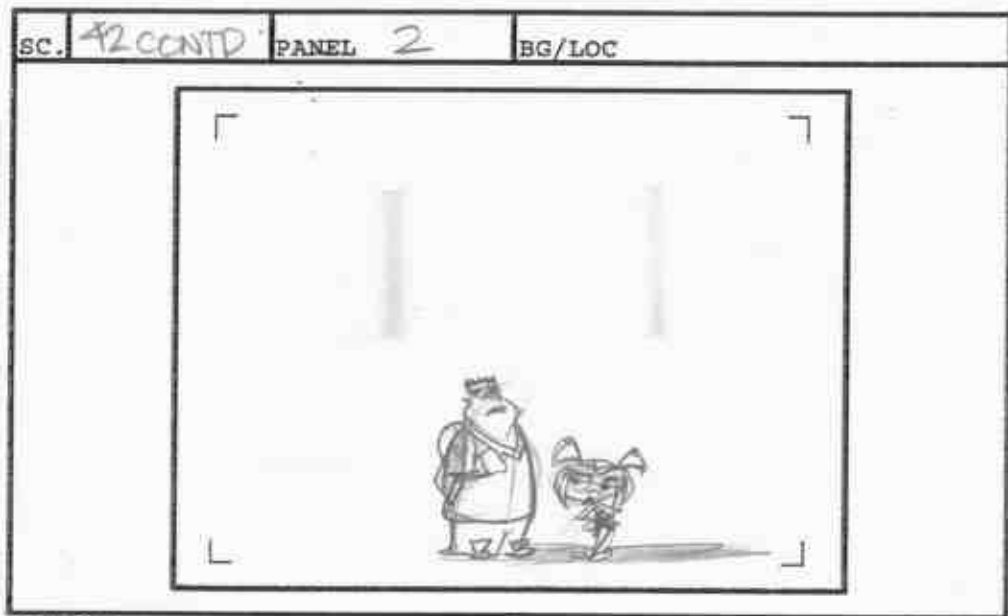
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION

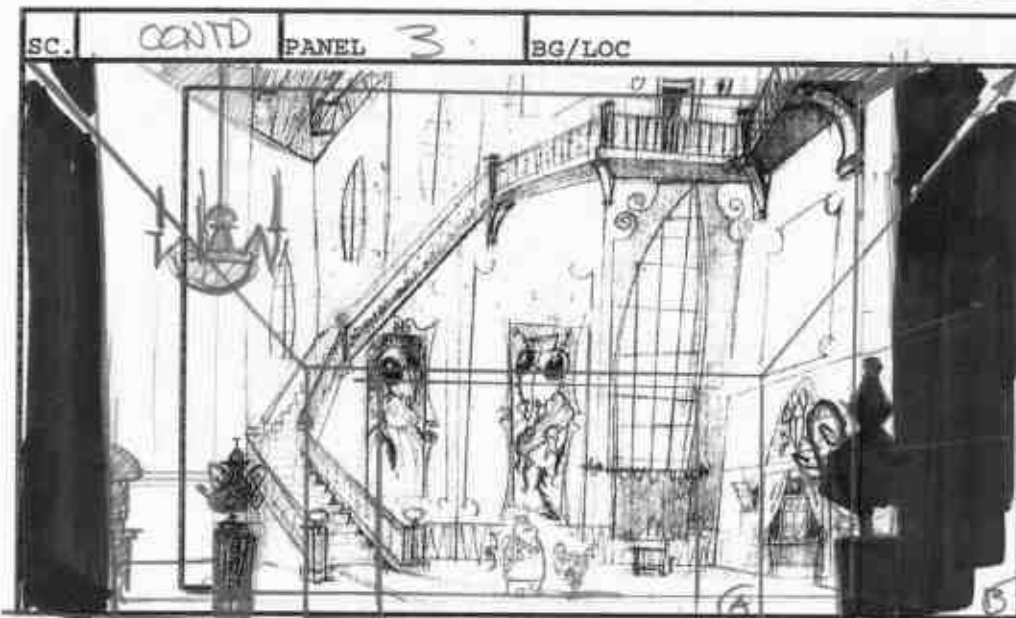
THEY BOTH STOP

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

FAST TRUCK OUT (A) → (B)

DIAL (35) CREEPIE (ECHO)

HEY, WHERE IS EVERYBODY?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE

HU



ACTION

CLOSE ON CREEPIE. SHE LOOKS CONCERNED

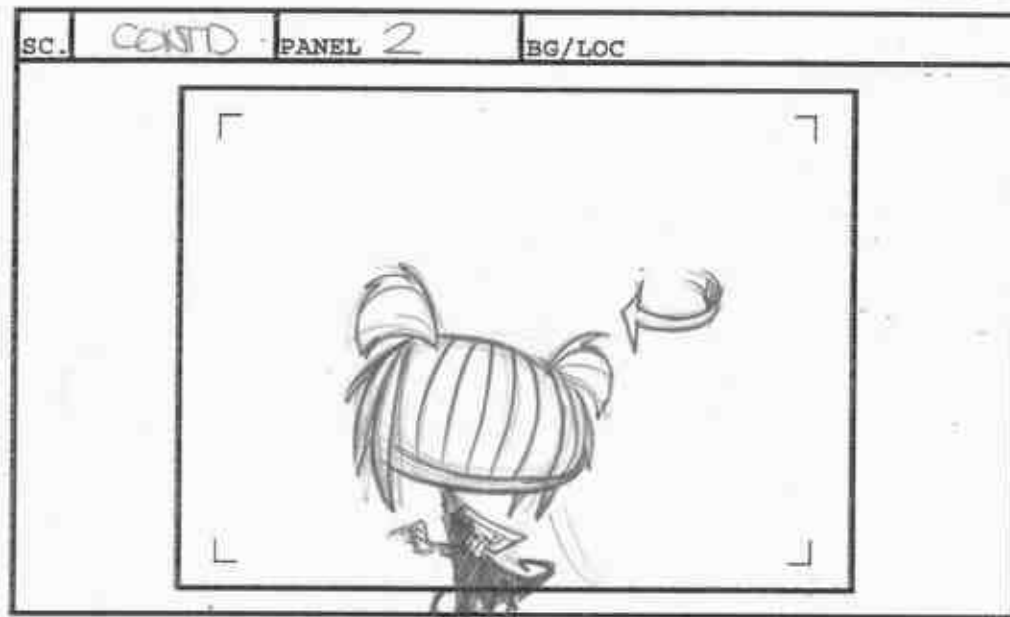
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES



ACTION

SHE LOOKS AROUND

DIAL

FX:
SFX:

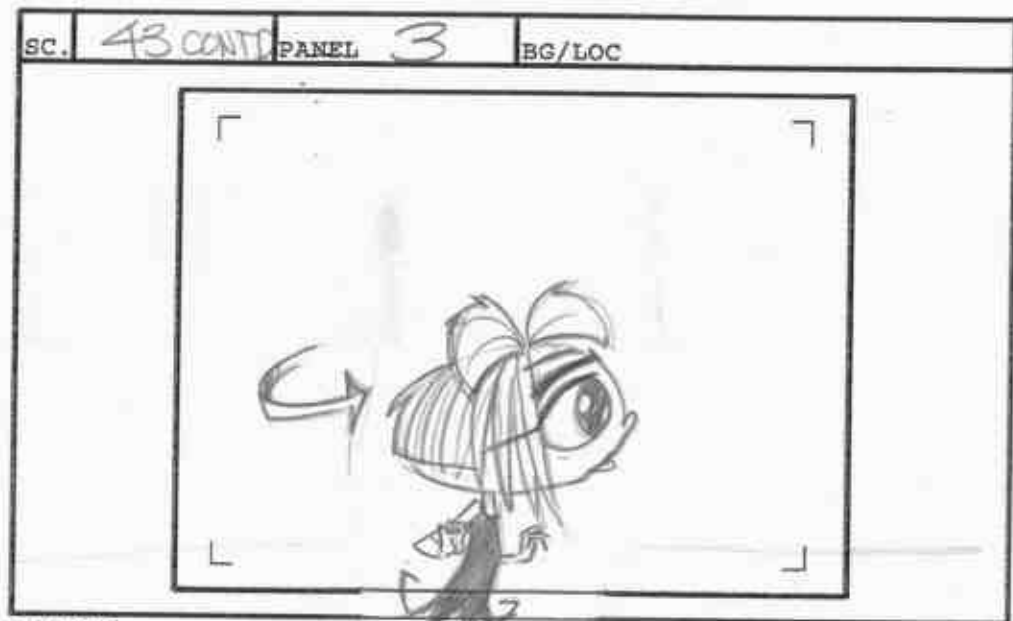
DIRECTOR'S NOTES

[Empty box for director's notes]

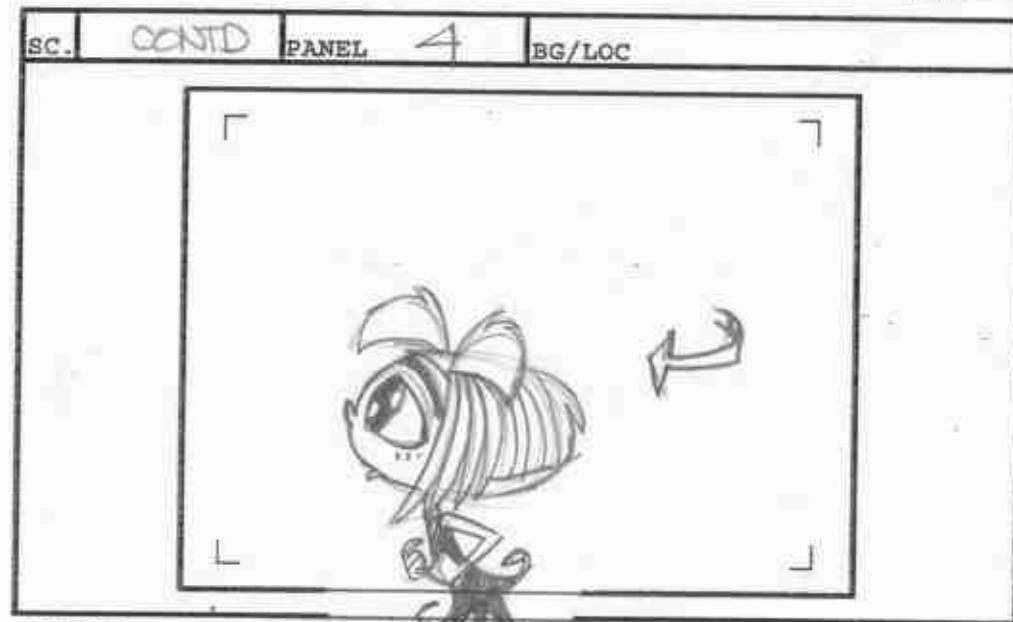
SLUG NOTES

FINAL
PROD #

growing
up
CREEPIE



ACTION



ACTION

CREEPIE TURNS TO LOOK AT BUDGE (OS)

DIAL BUDGE (OS)

WAIT A..

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES

DIAL BUDGE (OS) (CONTD)

.. SECOND, CREEPIE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

--

FINAL

PROD #



ACTION

ANGLE ON BUDGE, FREAKED OUT
HE GESTURE TO HIS BACK

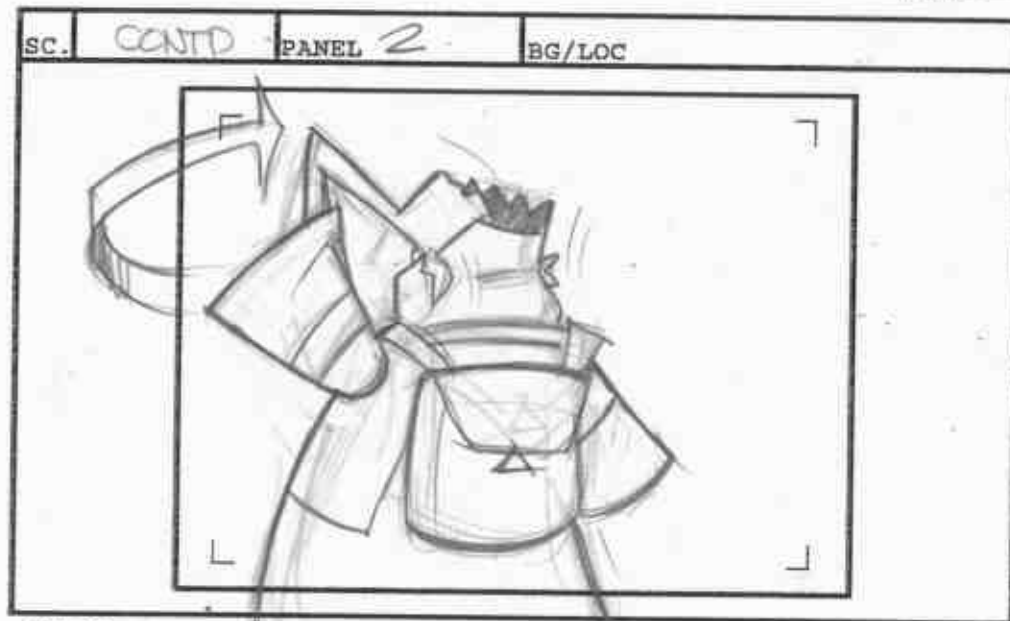
DIAL (37) BUDGE: (NERVOUS) (CONTD)

TELL ME THEY'RE NOT ON MY BACK
PLAYING A TRICK ON ME?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (38) CREEPIE (OS)

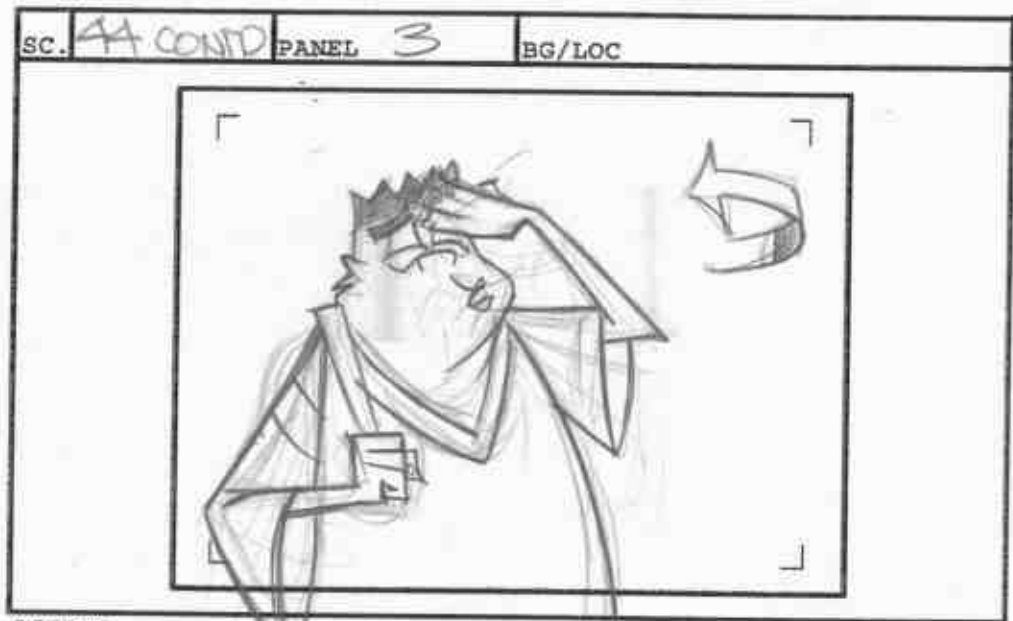
NOPE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE BREATHS A SIGH OF RELIEF.

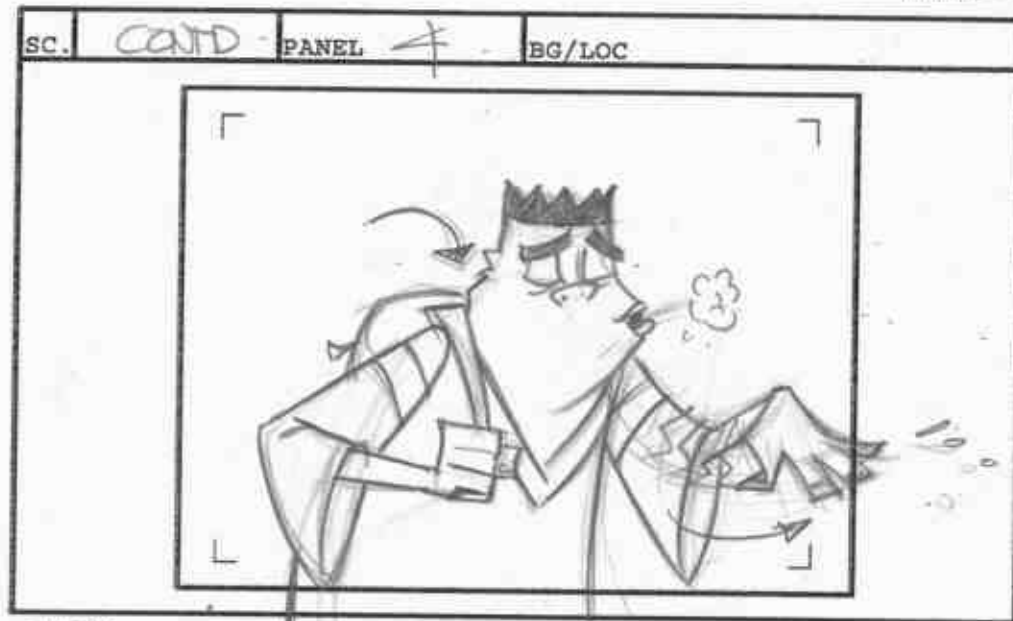
DIAL (39) BUDGE:
PHEW!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

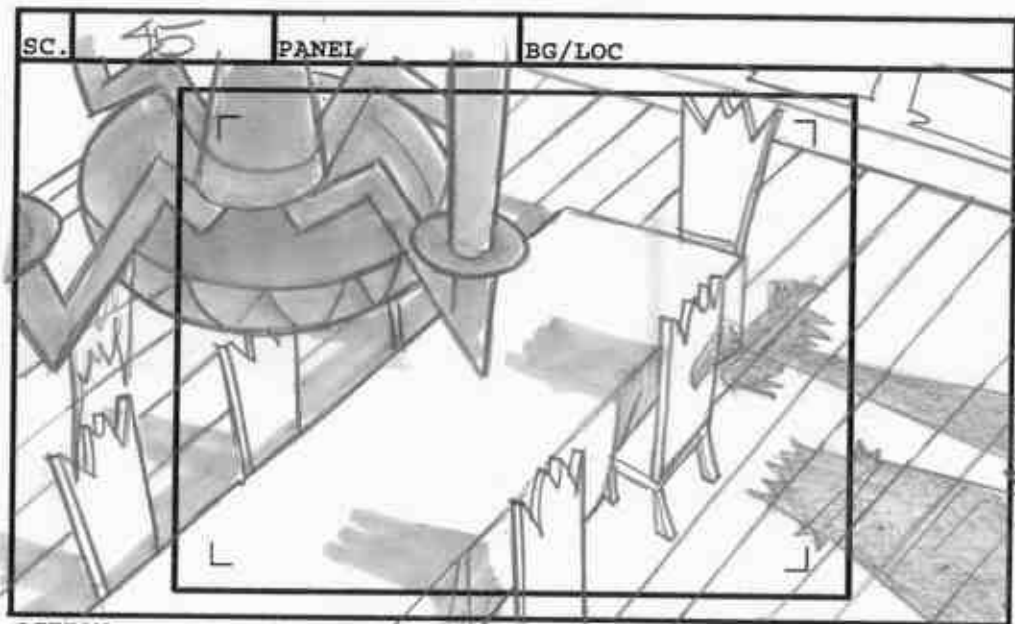
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
INT DWEEZWOLD MANDR
CREEPIE & BUDGE'S SHADOW SLIDES
IN.

DIAL
④ CREEPIE: ⑤
AUNT ROSE?

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
ANGLE ON DOORWAY. CREEPIE
SKITTERS INTO THE ROOM AS BUDGE
PEEKS IN. BUDGE STOPS.

DIAL
④ CREEPIE: (CONTD)
ANYBODY?

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

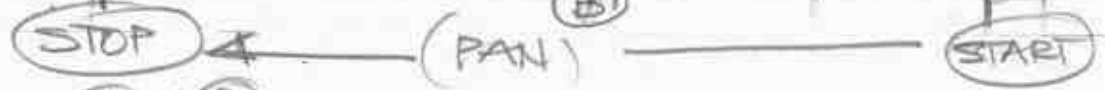
FINAL
PROD #

growing
UP
CREEPIE

SC. 46 CONTD PANEL 2 BG/LOC



ACTION



PAN W/ACTION (A) → (B).

DIAL (A) CREEPIE (CONTD)

THAT'S WIERD. IT'S LIKE THEY'VE JUST DISAPPEARED.

DIAL

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES

SLUG NOTES

growing
up
CREEPIE



ACTION

ANGLE ON VERY NERVOUS BUDGE



ACTION

DIAL

④ BUDGE:

<GULP> DISAPPEARED?

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL ④ BUDGE: (CONTD)

CREEPIE DON'T YOU REMEMBER?

FX:
SFX:

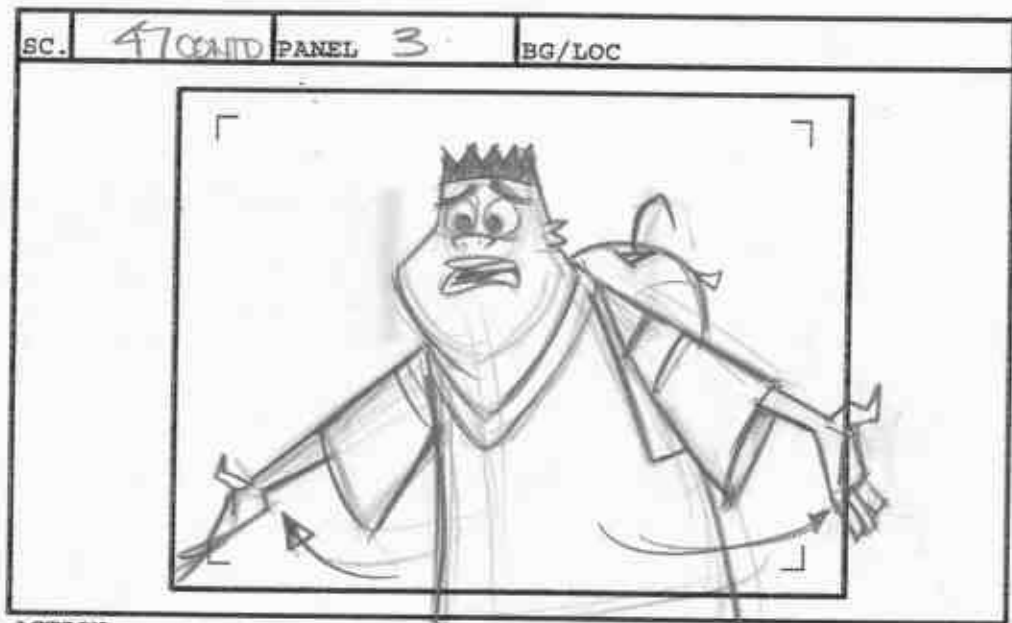
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION



ACTION

ANGLE ON CREEPIE

DIAL

41 BUDGE (CONTO)

YOU WISHED THAT YOU COULD BE ALONE?

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

42 CREEPIE:

YEAH, SO?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



FINAL
PROD #

growing
up
CREEPIC



ACTION



ACTION

CLOSER ON BUDGE

DIAL (43) BUDGE: (AGITATED)
SO? WHAT IF YOU SOMEHOW..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL (43) BUDGE: (CONTD)
.. WISHED..

FX:
SFX:

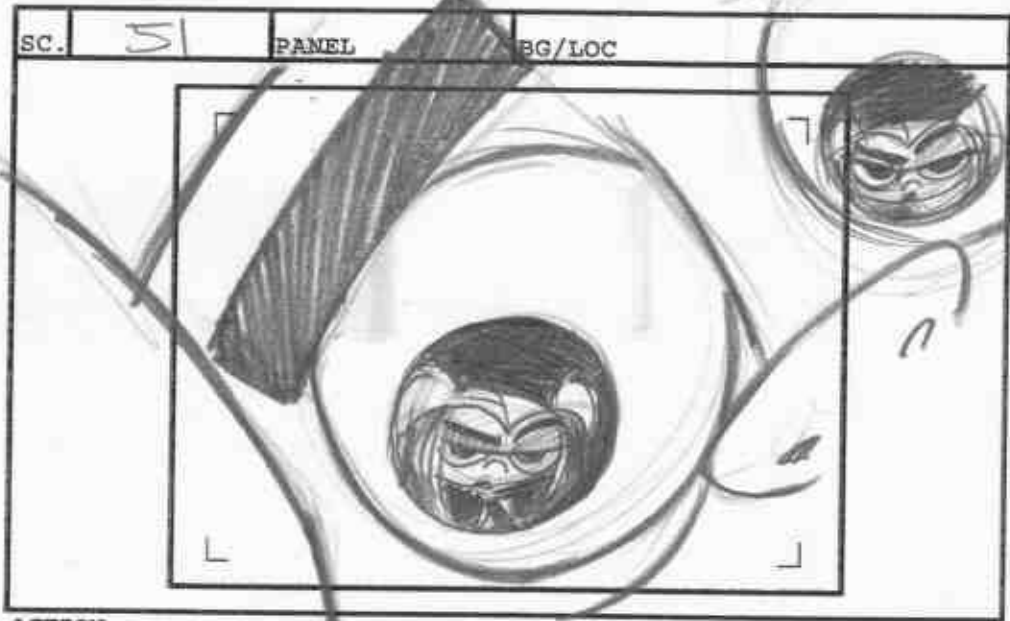
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie

JC



ACTION

ECU CLOSE UP ON BUDGE'S EYE
CREEPIE'S REFLECTION GLOWERS AT HIM.

DIAL

43 BUDGE: (CONTD)
... THEM AWAY?!

FX:

SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

WIDE ON CREEPIE AND BUDGE
BLINK, BLINK!

DIAL

(BEAT)

FX:

SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
CREEPIE



ACTION

BUDGE STRAIGHTENS.

DIAL

44 CREEPIE:

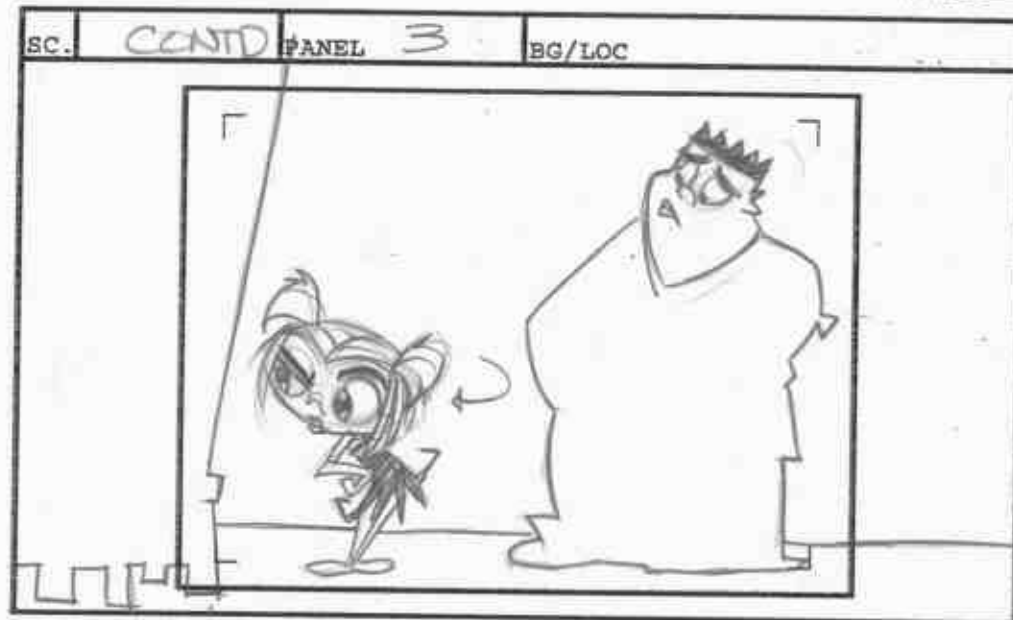
How could I do that?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL 44 CREEPIE :(CONTD)

THEY MUST BE AROUND HERE
SOMEWHERE.

FX:

SFX:

DIRECTOR'S NOTES

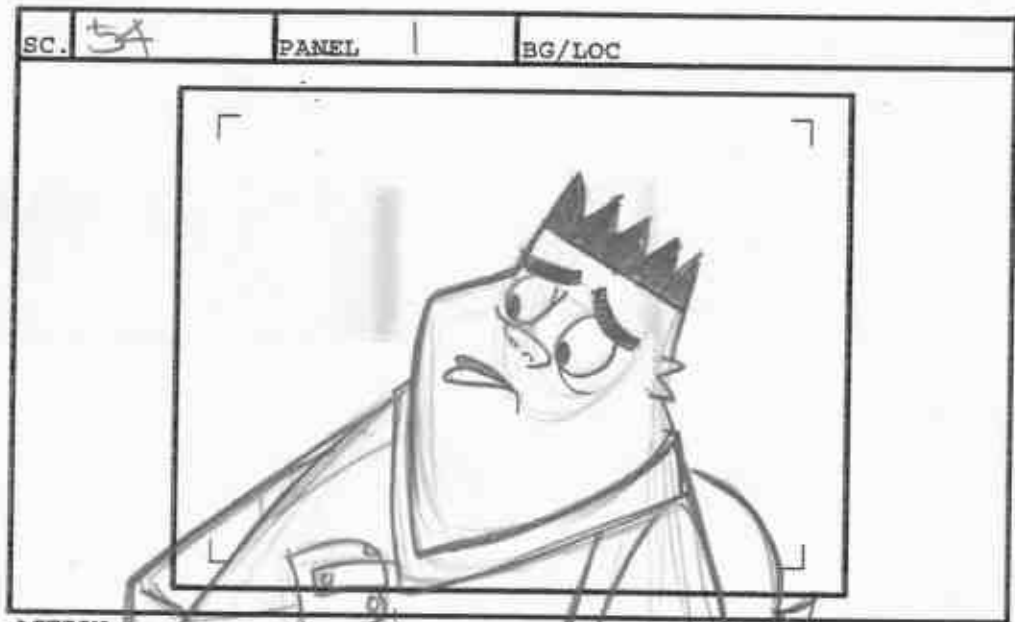
SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE

44



ACTION

CLOSE ON BUDGE

DIAL

44 CREEPIE: (CONTD) OS

MAYBE ...

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES



ACTION

BUDGE STRAIGHTENS

DIAL

44 CREEPIE: (CONTD) OS

... THEY LEFT ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
up
CREEPIE



ACTION



ACTION

SOMETHING CATCHES BUDGES EYE.

DIAL
④ CREEPIE: (CONTD) ⑤

.. A NOTE!

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION

SWISH PAN.

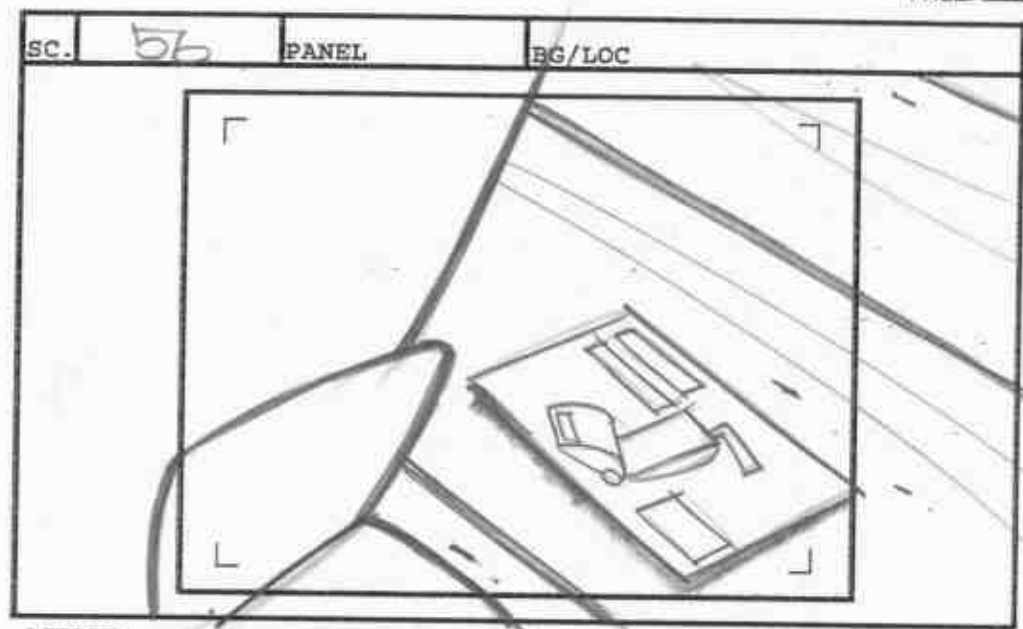
DIAL

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

CLOSE ON FLOOR NEAR BUDGE'S FOOT. IT LOOKS LIKE A BUSINESS CARD

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

--

FINAL

PROD #

growing
up
creepie



ACTION

WIDE ON CREEPIE & BUDGE WHO IS PICKING UP THE CARD.

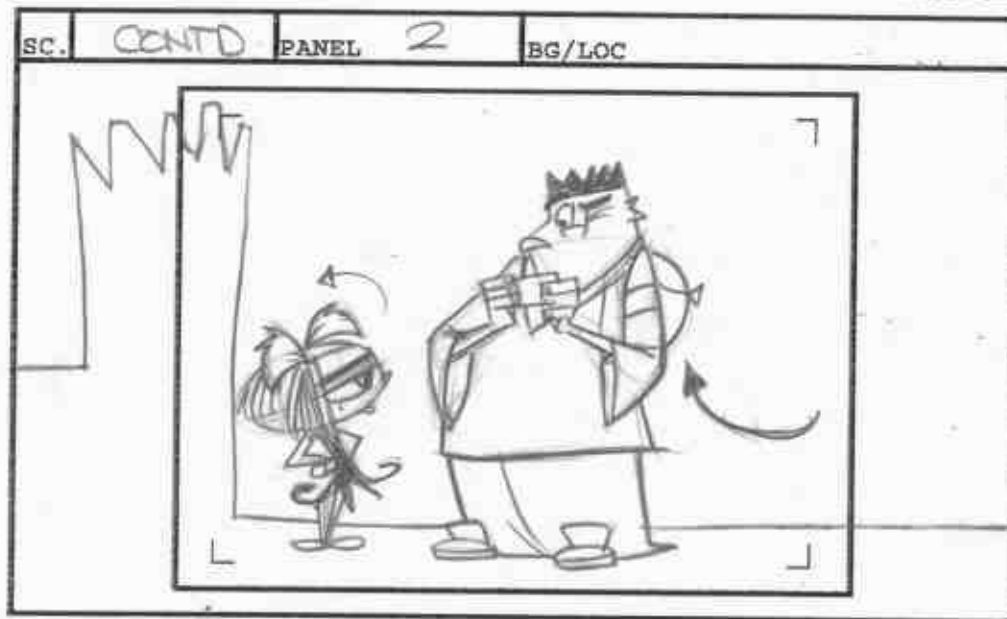
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE & CREEPIE STRAIGHTEN, BUDGE SCRUTINIZES THE CARD.

DIAL (45) BUDGE:

HMM. BURT M'CREADY:
DOOR TO DOOR VACUUM CLEANER
SALESMAN.

FX:

SFX:

DIRECTOR'S NOTES

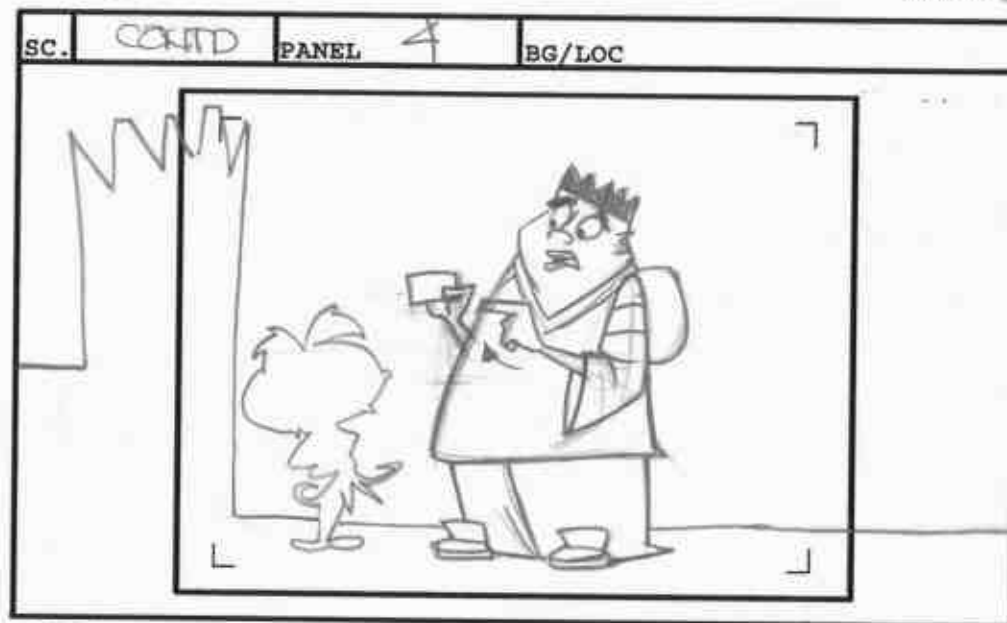
SLUG NOTES

FINAL

PROD #



ACTION
BUDGE STIFFENS



ACTION
BUDGE GESTURES TO THE CARD

(*ADD BLINK CYCLE TO CREEPIE)

DIAL
(15) BUDGE: (CONTD)

HOLY STRANGE AND UNEXPLAINABLE

FX: COINCIDENCES CREEPIE.

DIRECTOR'S NOTES

SLUG NOTES

DIAL (45) BUDGE: (CONTD)

DO YOU KNOW WHAT THIS IS?!

FX:
SFX:

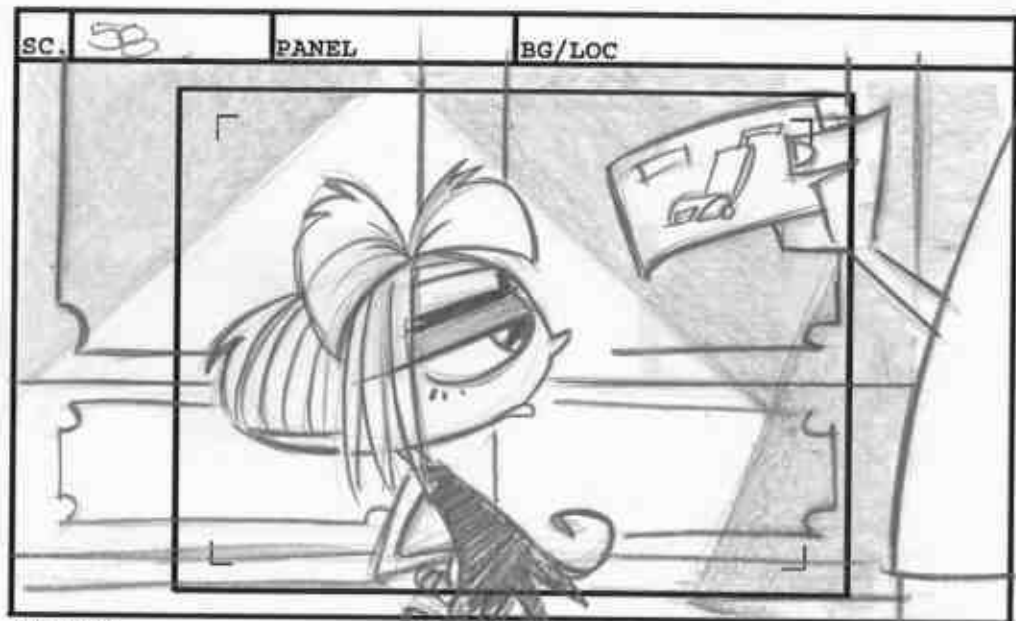
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE

HY



ACTION

CLOSE ON
CREEPIE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CREEPIE GIVES A "THIS IS A TRICK
QUESTION, RIGHT?" LOOK.

DIAL

FX:
SFX:

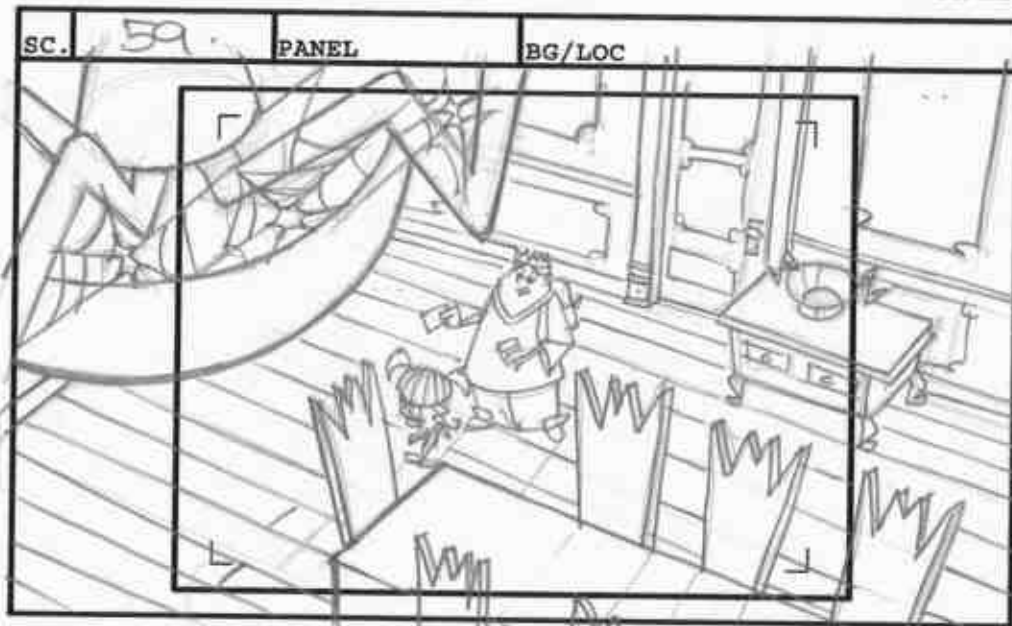
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

WIDE ON CREEPIE & BUDGE:

DIAL (46) CREEPIE:

UH.... A BUSINESS CARD?

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL (47) BUDGE:

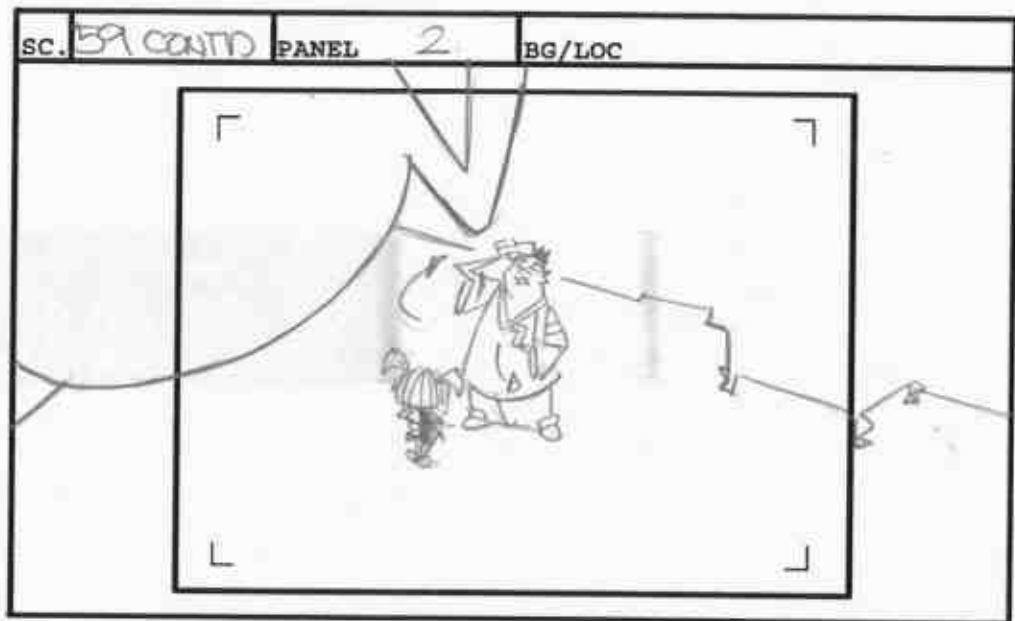
IT'S A CLUE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



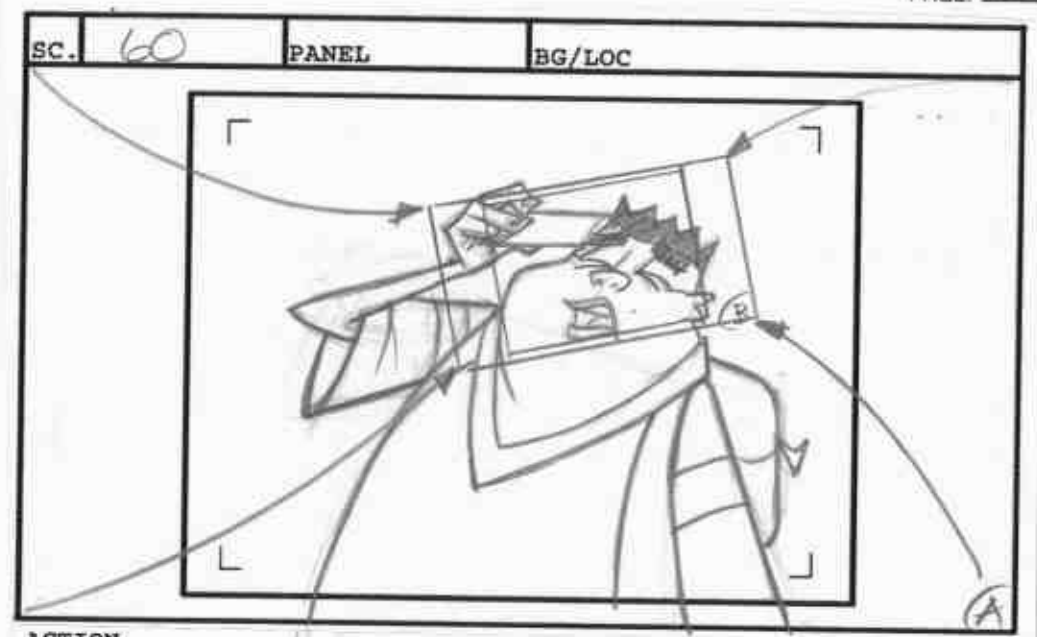
ACTION
BUDGE RAISES THE CARD TO HIS FOREHEAD

DIAL (A7) BUDGE: (CONTD)
WAIT A SEC ... IT'S ALL COMING TO ME NOW ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CLOSE ON BUDGE. ROTATE IN (A) → (B)
(RIPPLE DISS DURING ROTATE IN)

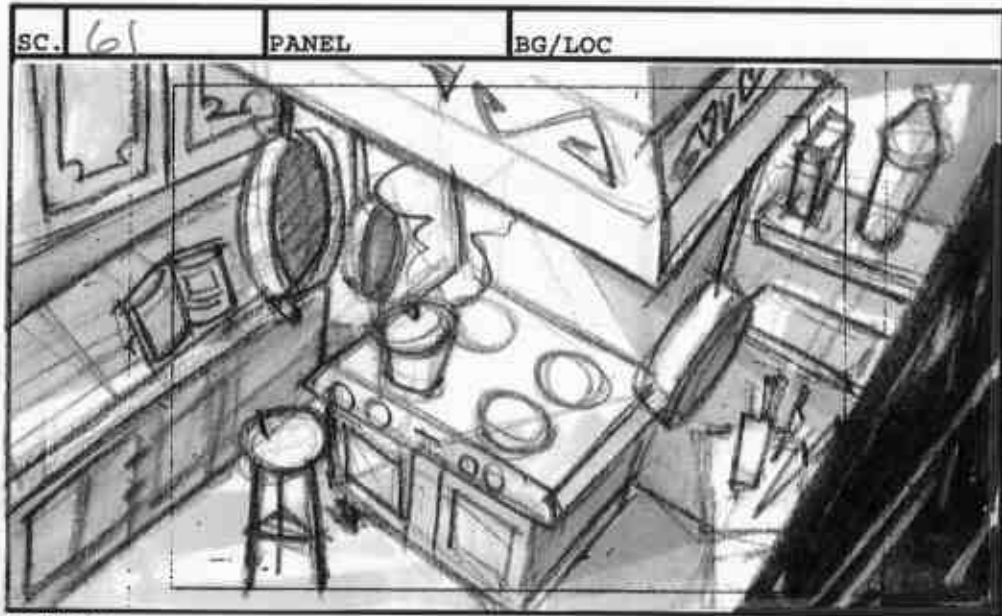
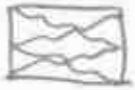
DIAL (A7) BUDGE: (CONTD)
... YES ... YES ... I SEE EXACTLY HOW
IT ALL HAPPENED.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION INT. KITCHEN. (MORNING)
A POT ON THE STOVE STEAMS AWAY.

* FANTASY SEQUENCE "LEAVE IT TO BEAVER" MEETS VINCENT PRICE

DIAL

(7) BUDGE: (VO)

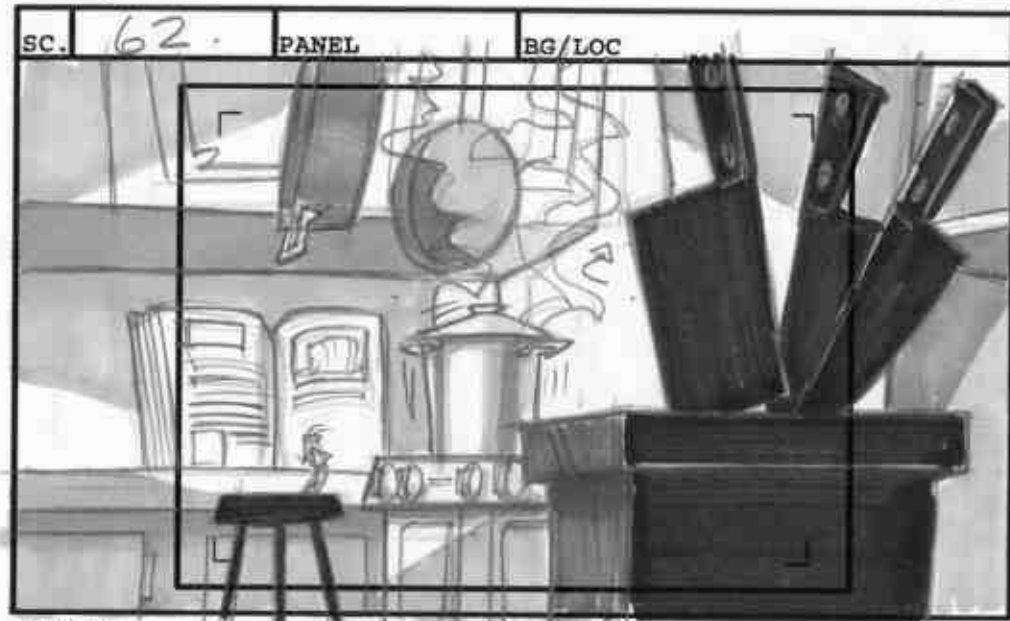
IT STARTED OUT AS A DAY LIKE ANY OTHER.

FX:

SFX:

DIRECTOR'S NOTES (BUDGES DIALOGUE SHOULD RUN THROUGH RIPPLE DIS.)

SLUG NOTES



ACTION CLOSER ON THE STOVE. CAROLEENA, DECKED OUT LIKE JUDITH CLEEVER, WATCHES THE STEAMING POT.

DIAL

(8) BUDGE:

YOUR MOM WAS IN THE KITCHEN...

FX:

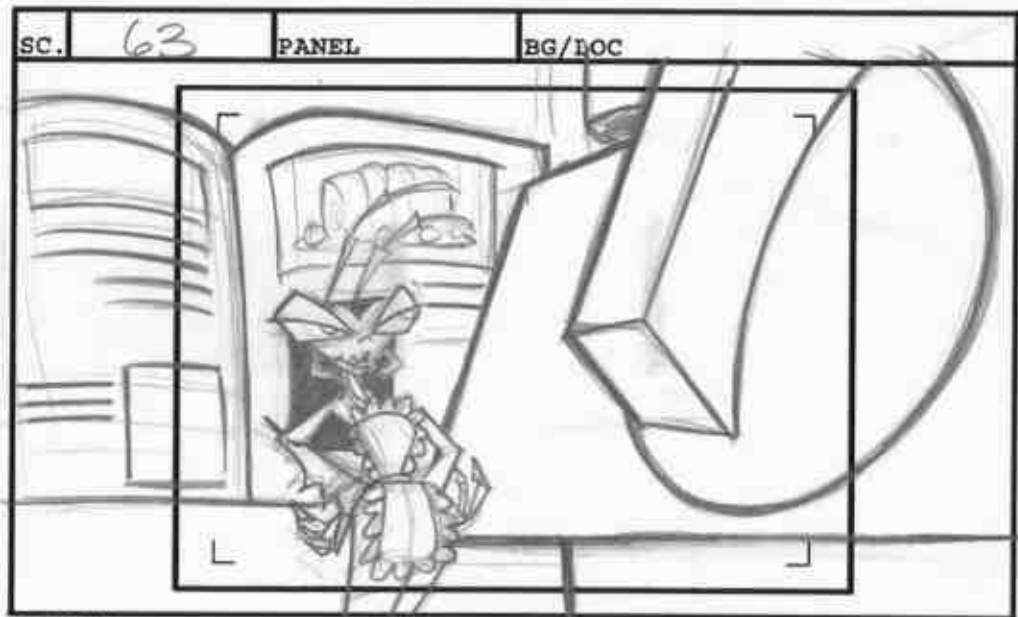
SFX:

DIRECTOR'S NOTES

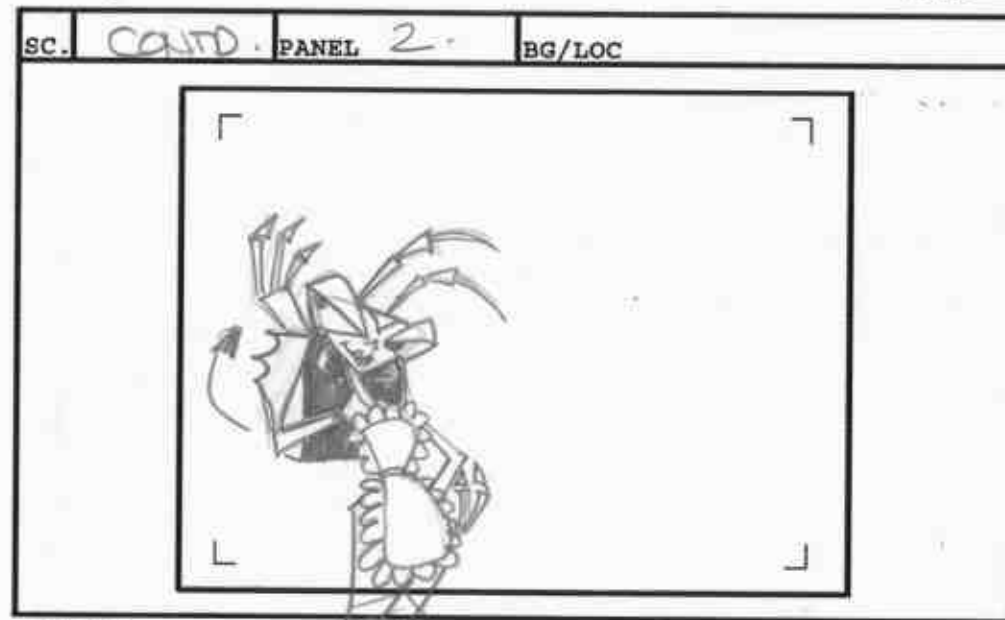
SLUG NOTES

FINAL	
PROD #	

H21



ACTION
CLOSE ON CAROLEENA



ACTION

FANTASY SEQUENCE

DIAL (A) BUDGE: (V) (CONTD)

.. COOKING UP A .. LET'S SEE .. A ..
POT ROAST, WHEN THE DOORBELL SUDDENLY RANG

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

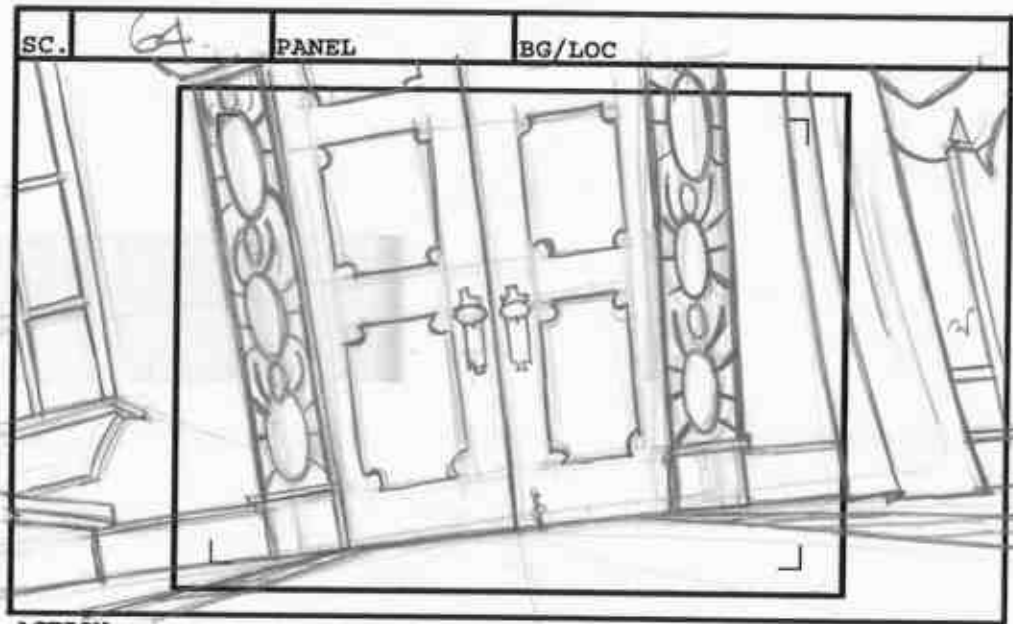
SFX: < DOOR BELL >

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
ANGLE ON FRONT DOORS.
CAROLEENA IS ANSWERING THE DOOR

DIAL
(SING SONG)
CAROLEENA:
I'LL GET IT!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
CAROLEENA SWINGS THE DOOR OPEN,
REVEALING BURT MACREADY, VACUUM CLEANER
SALESMAN

DIAL
(50) BUDGE (VO)
YOUR MOM OPENS THE DOOR

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON BURT.

DIAL (50) BUDGE: (CONTD)
.. IS BURT MACREADY,

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES



ACTION

BURT TIPS HIS HAT

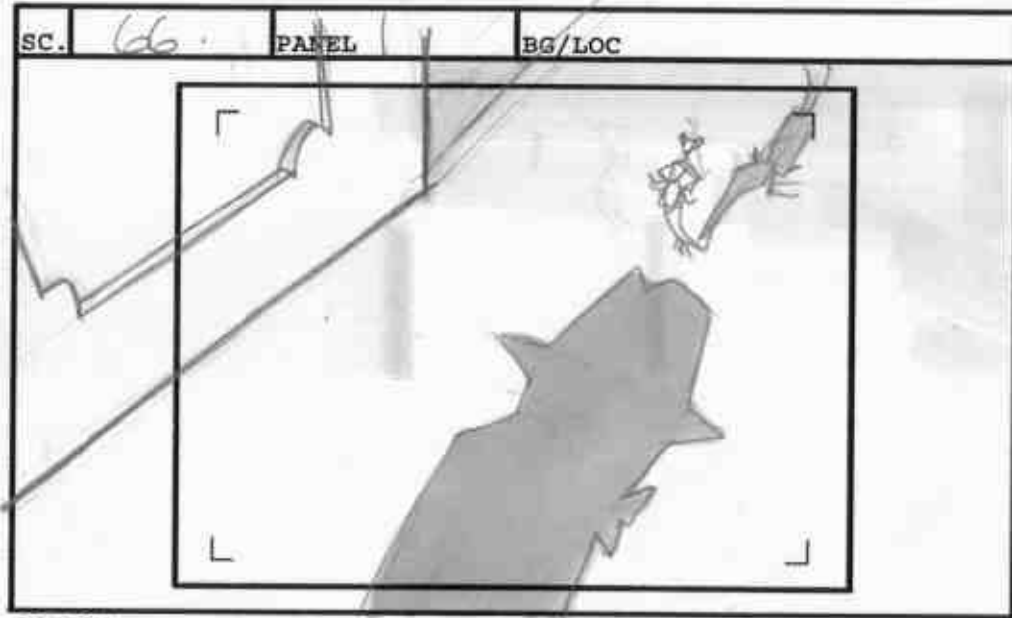
DIAL (50) BUDGE: (CONTD)
.. DOOR TO DOOR VACUUM CLEANER
SALESMAN

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

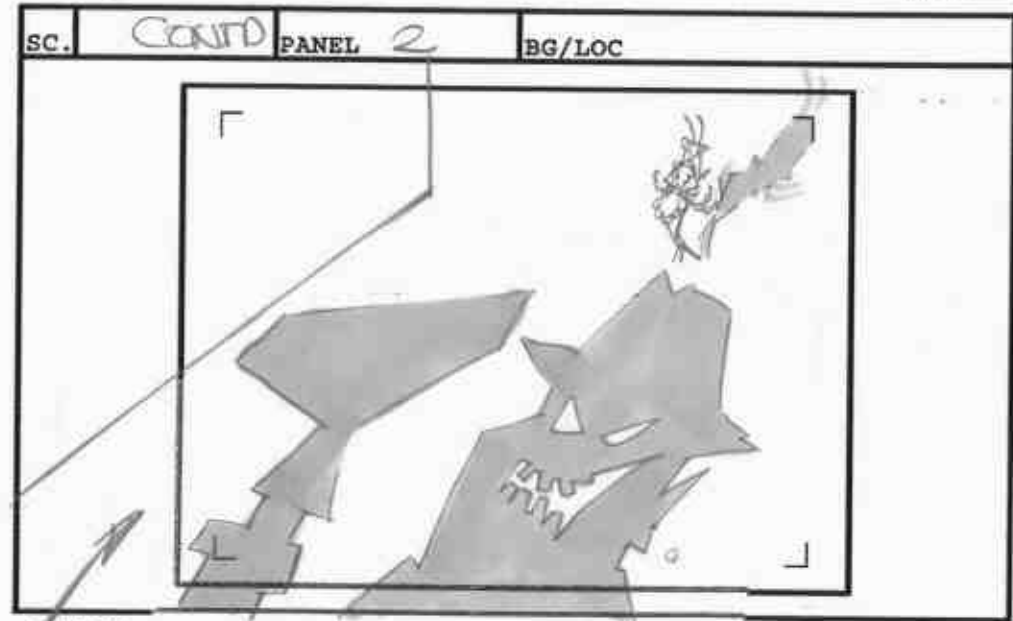


ACTION
ANGLE ON CAROLEENA STANDING
IN THE DOORWAY.

DIAL (50) BUDGE: (CONT'D) (VO)
BUT HE'S NOT...

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES



ACTION
(IN) BURT'S SHADOW TRANSFORMS AS
A SHADOW OF A "VACUUM-GUN-COLLECTION-DEVICE"
SLIDES UP INTO SCENE.

DIAL (50) BUDGE: (CONT'D) (VO)
.. REALLY A VACUUM CLEANER
SALESMAN,

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

WIDE ON BURT. STORM CLOUDS GATHER BEHIND HIM.

DIAL (50) BUDGE: (V0) (CONT'D)

.. HE'S ... AN EVIL ...

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

LIGHTENING FX & THUNDER

DIAL (50) BUDGE: (CONT'D) (V0)

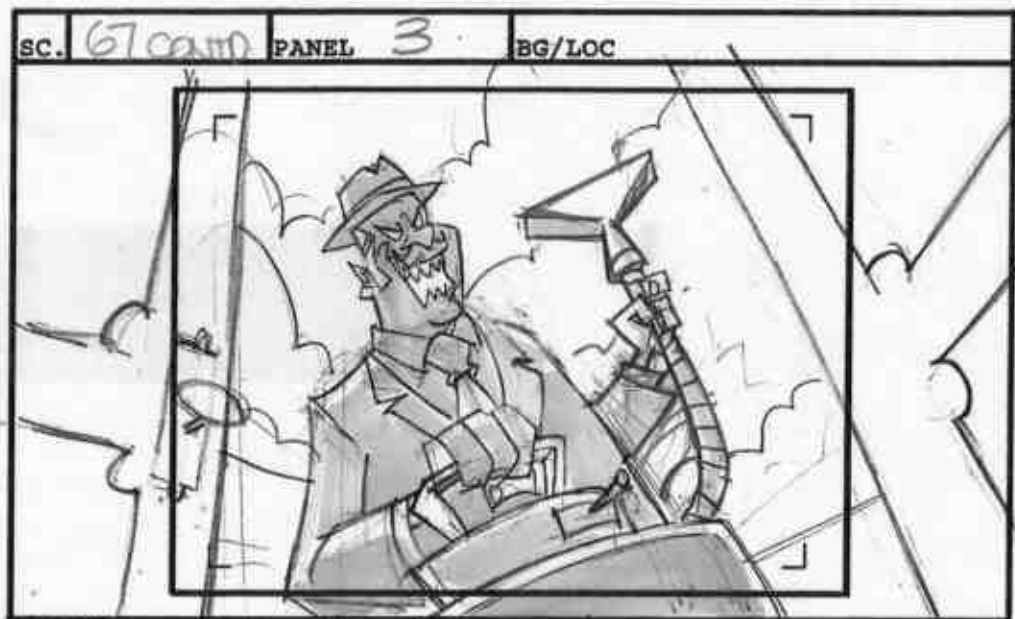
.. SCIENTIST FROM ...

FX:
SFX:

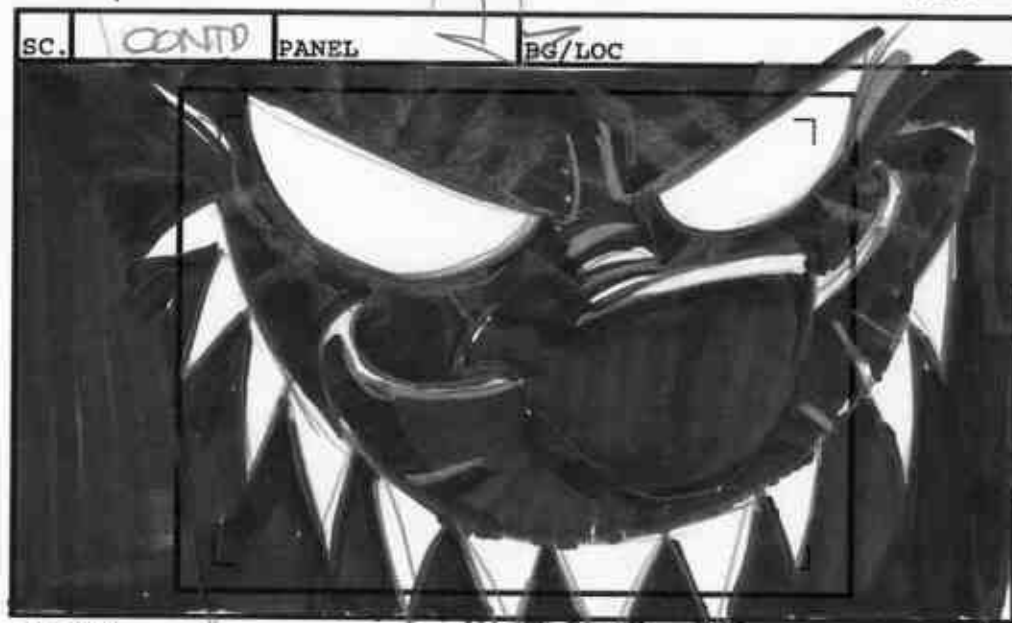
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

BURT LEANS INTO CAMERA; ONLY
GLOWING EYES AND GLEAMING TEETH

DIAL (50) BUDGE: (CONTD) (VO)

... SOUTH AMERICA. AND HE'S ...

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL (50) BUDGE: (CONTD) (VO)

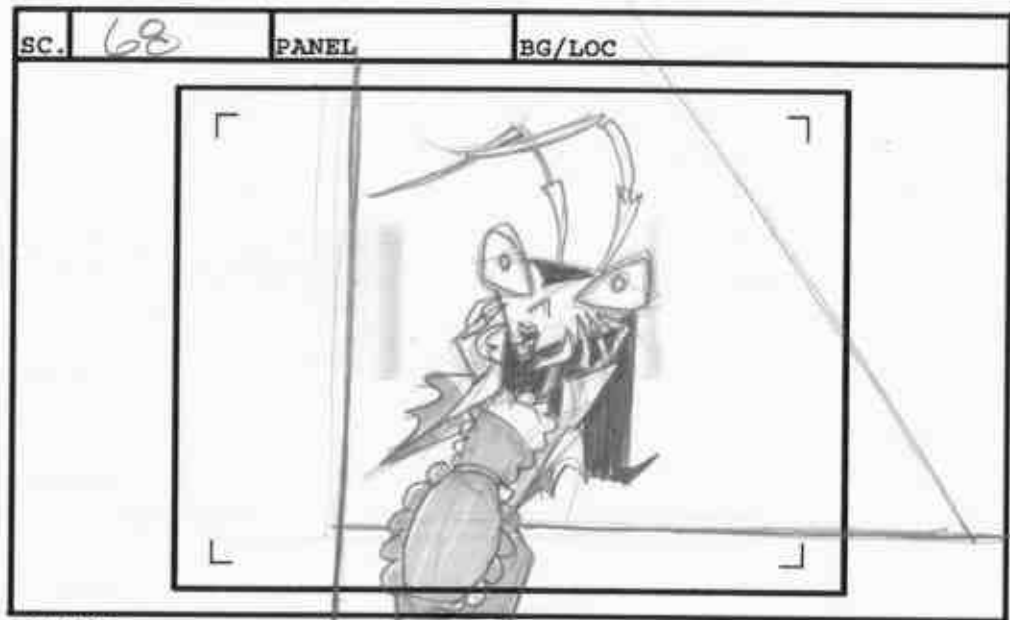
... LOOKING TO COLLECT...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION
CLOSE ON CAROLEENA

DIAL
50 BUDGE: (CONTD) 10

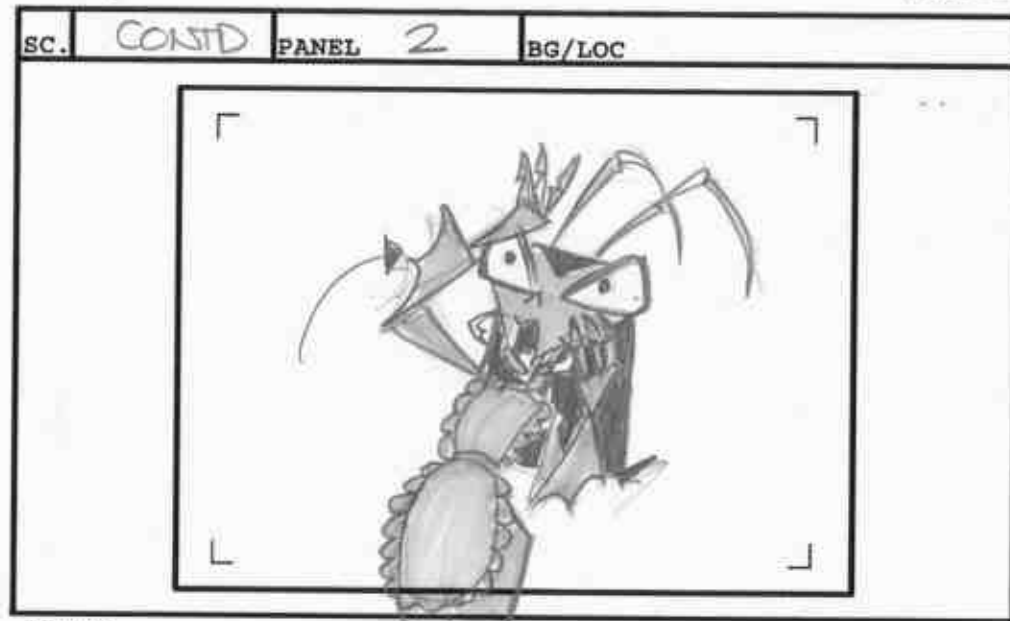
..RARE BUG SPECIMENS!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
SCREAMING IN FEAR AS THE SALESMAN'S
SHADOW ENGULFS HER

DIAL
CAROLEENA:

< SCREAM ~~~~~>

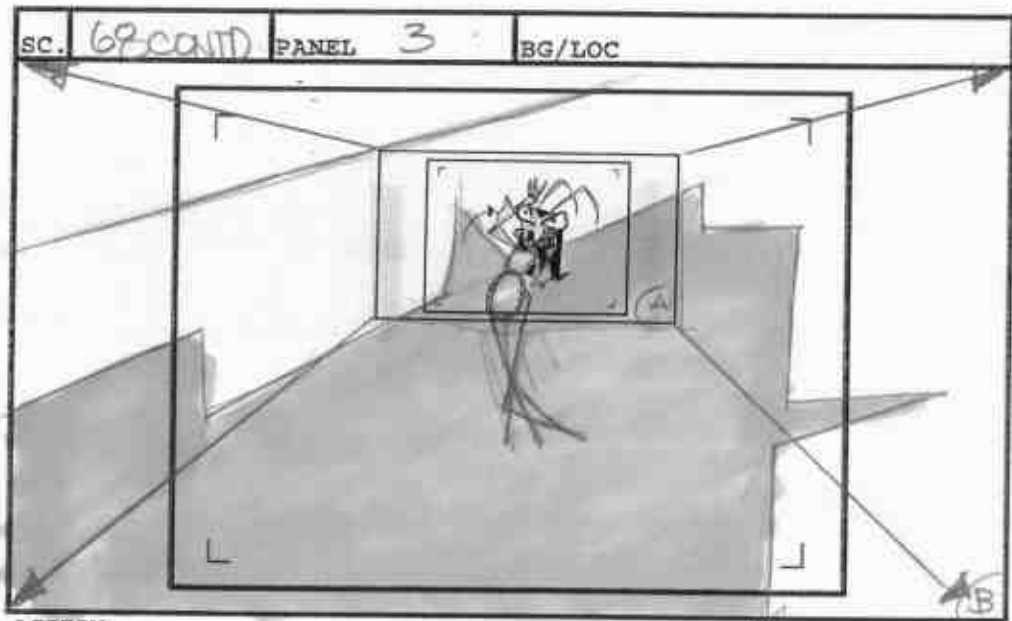
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION

FAST TRUCK OUT (A) → (B)

DIAL

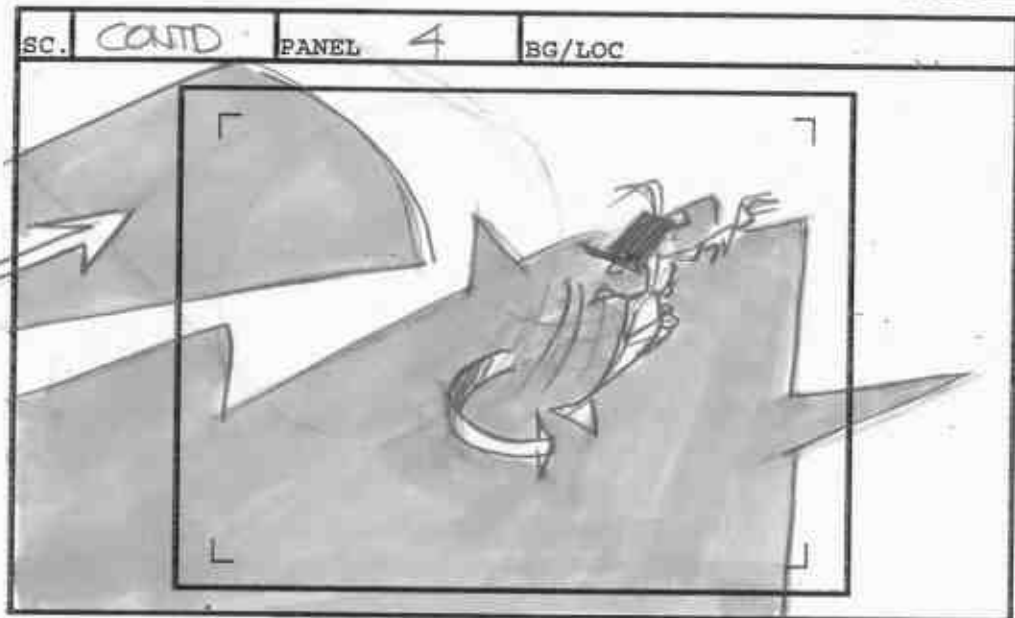
(51) BUDGE: (VO)
HE PULLS OUT...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE SHADOW OF THE VACUUM CLEANER
NOZZLE SLIDES IN. CAROLEENA TURNS
TO GET AWAY.

DIAL

(51) BUDGE: (CONTD) (VO)

... HIS VACUUM CLEANER...

FX:

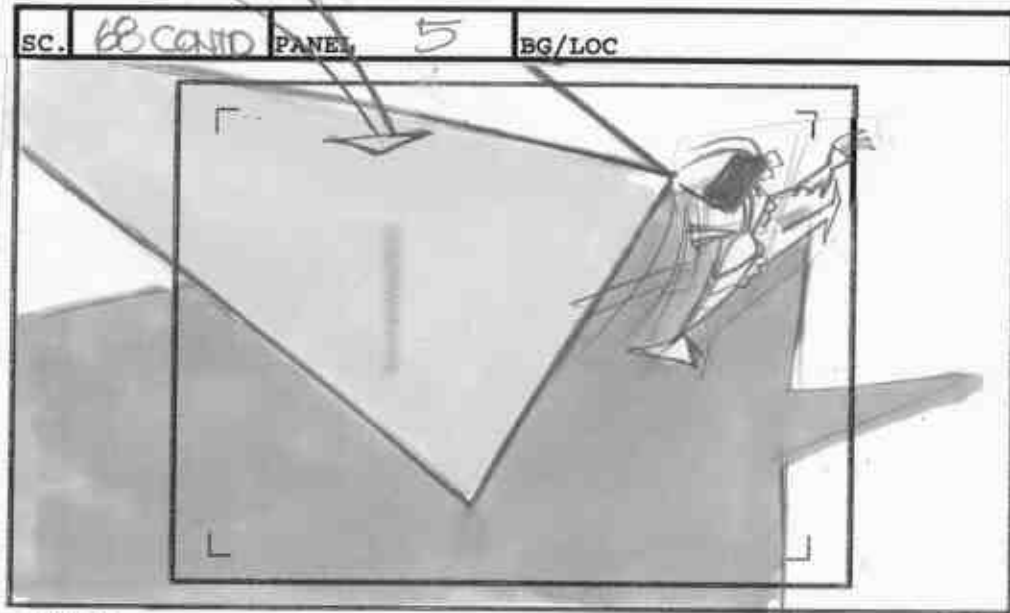
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE NOZZLE DROPS IN. CAROLEENA STRUGGLES AGAINST THE SUCTION...

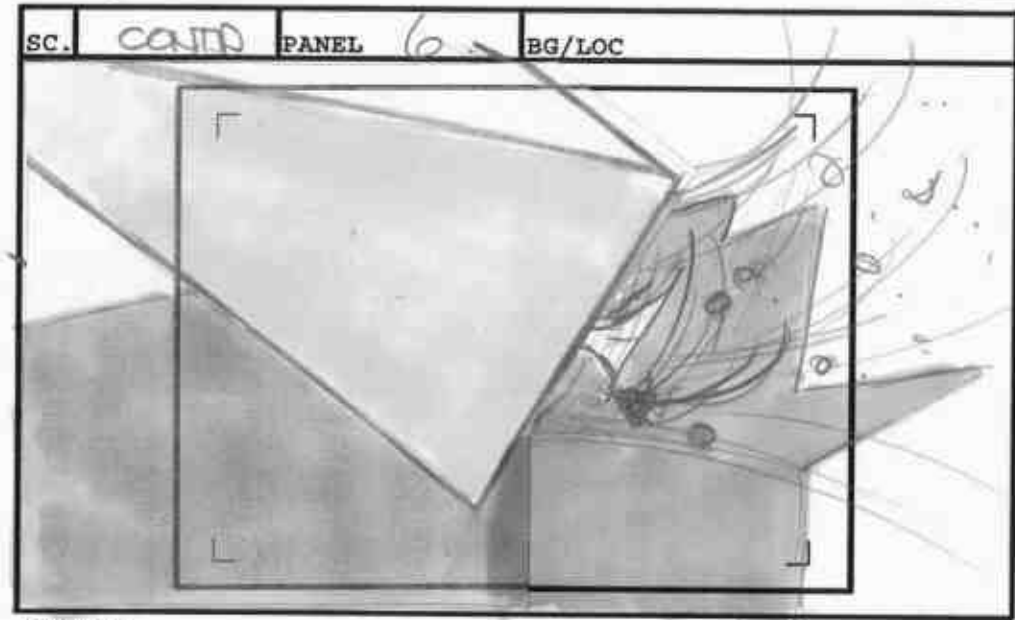
DIAL (SI) BUDGE: (VO) (CONTD)

.. WHICH ISN'T REALLY...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. BUT TO NO AVAIL. SHE'S SUCKED INTO IT

DIAL (SI) BUDGE: (VO) (CONTD)

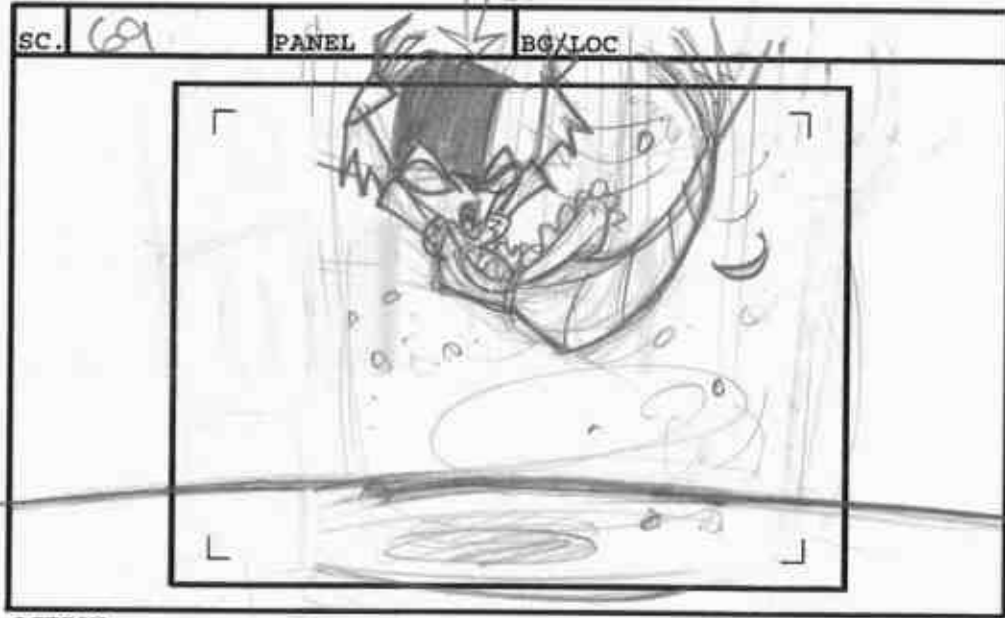
.. A NORMAL VACUUM CLEANER AT ALL!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CLOSE ON JAR - CAROLEENA
DROPS IN

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

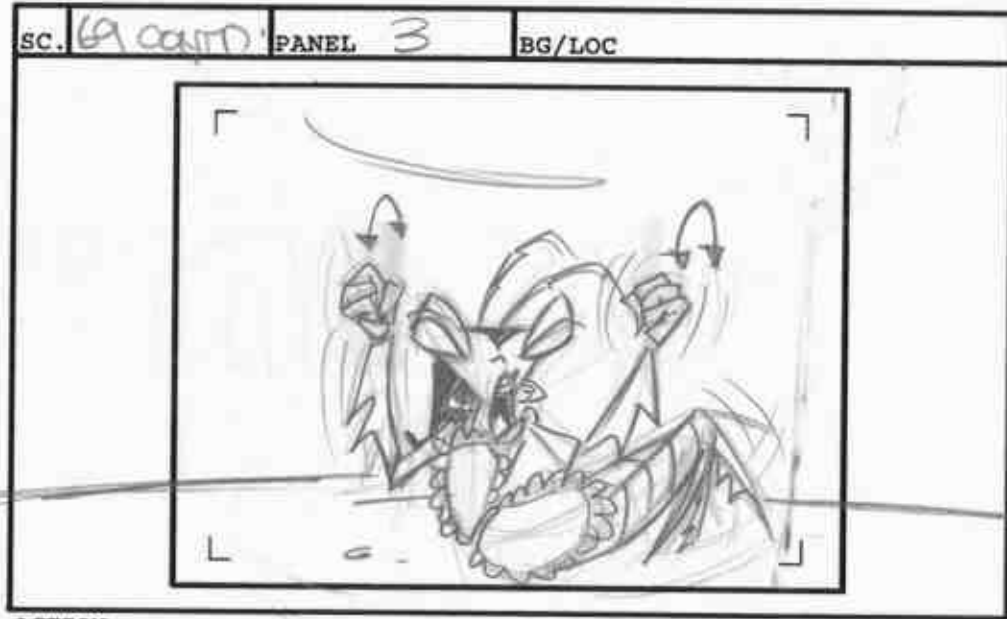
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

CAROLEENA SCREAMS AS SHE POUNDS AGAINST THE JAR.

DIAL

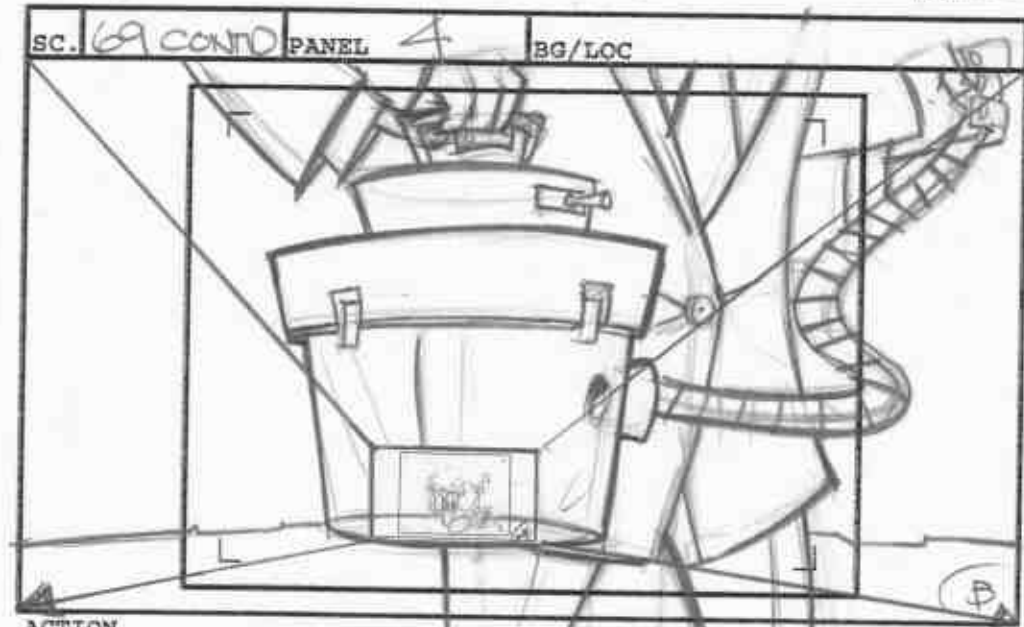
(52) BUDGE (VO)

SHE SCREAMS, "BUT NO ONE CAN HEAR."

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

FAST TRUCK OUT (A) → (B)

DIAL

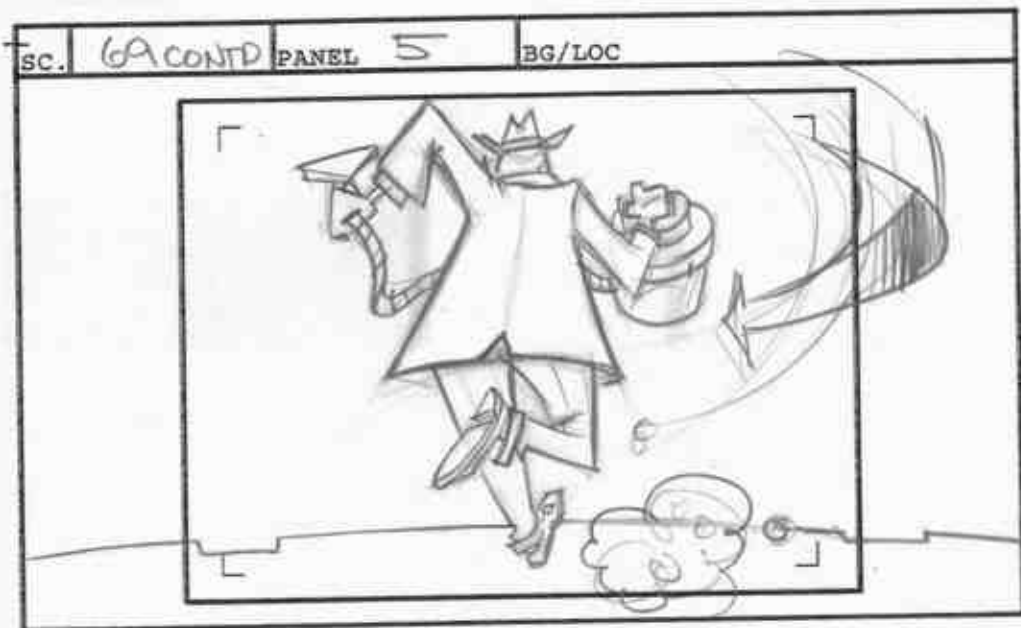
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE



ACTION

BURT TURNS AND RACES TOWARDS HIS TRUCK

DIAL

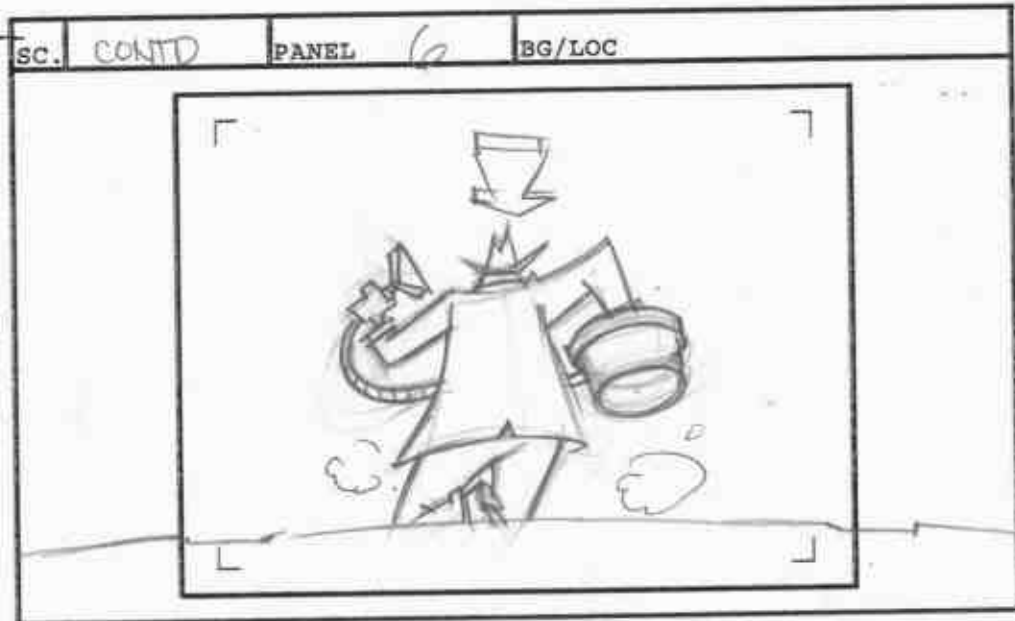
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:

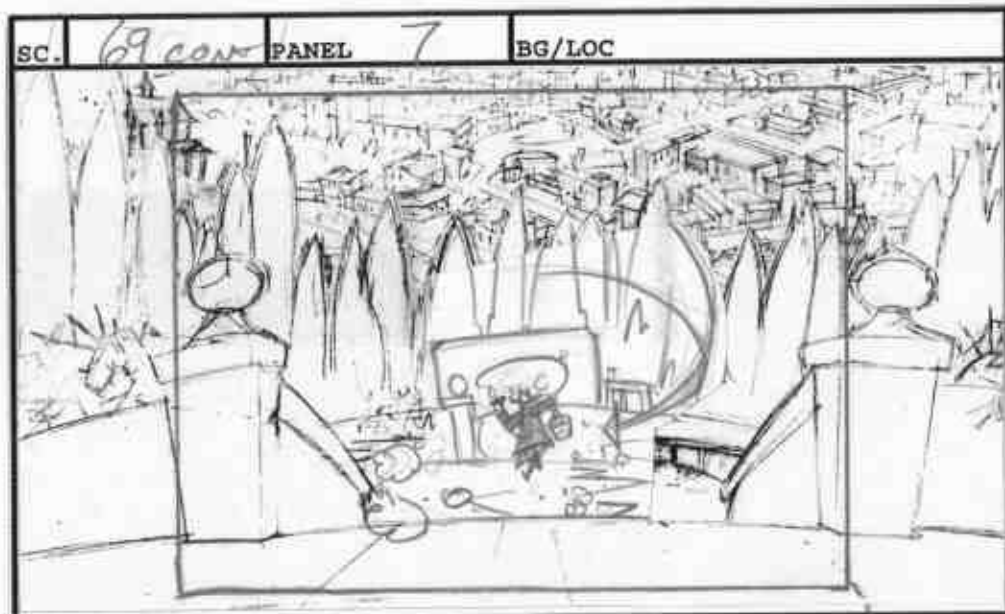
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

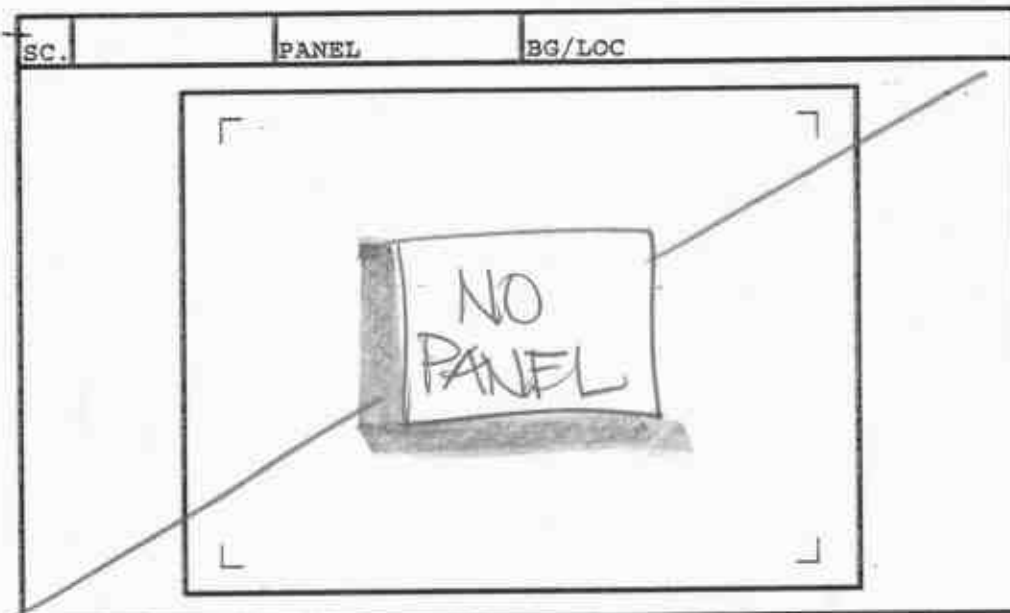
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:
SFX:

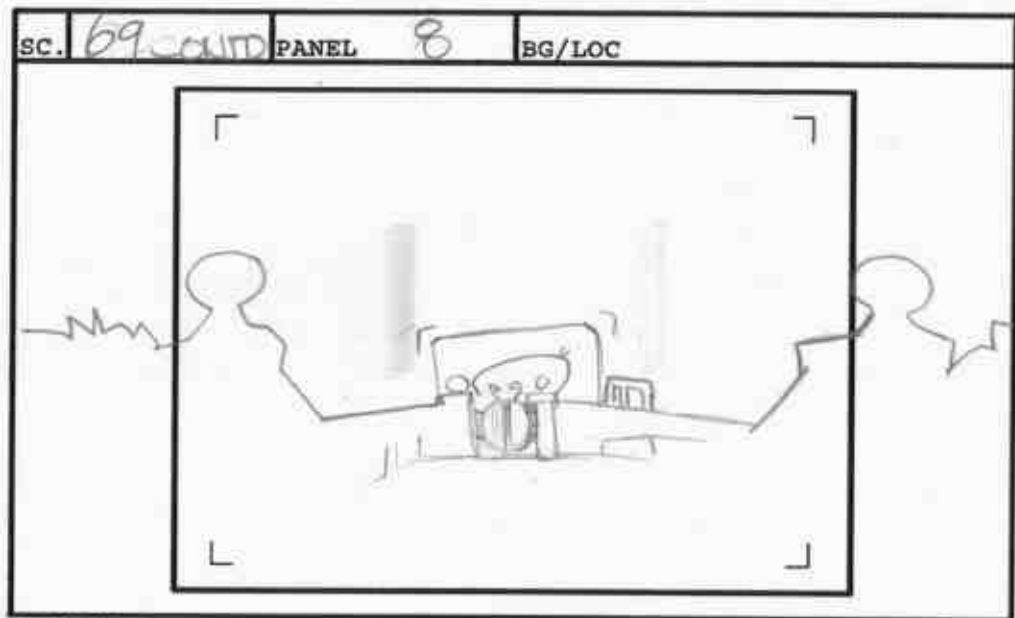
DIRECTOR'S NOTES

SLUG NOTES

SCENE CONTD ON NEXT PAGE

FINAL

PROD #



ACTION

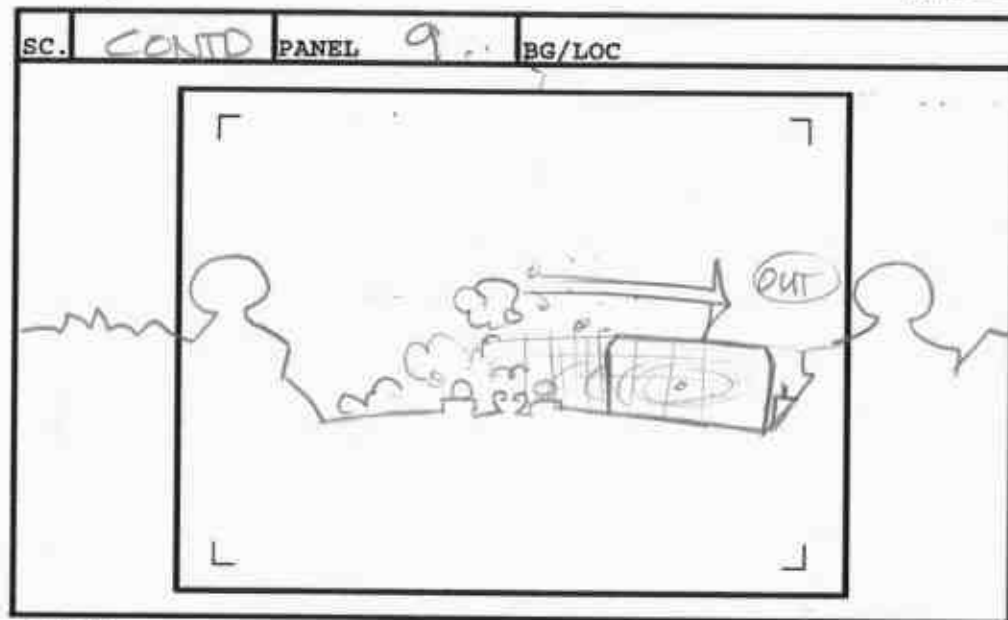
A TRUCK DOOR SLAMS...

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. AND IN A CLOUD OF BLACK SMOKE
TAKES OFF. THE SCENE FREEZES. THE
BACKGROUND MELTS

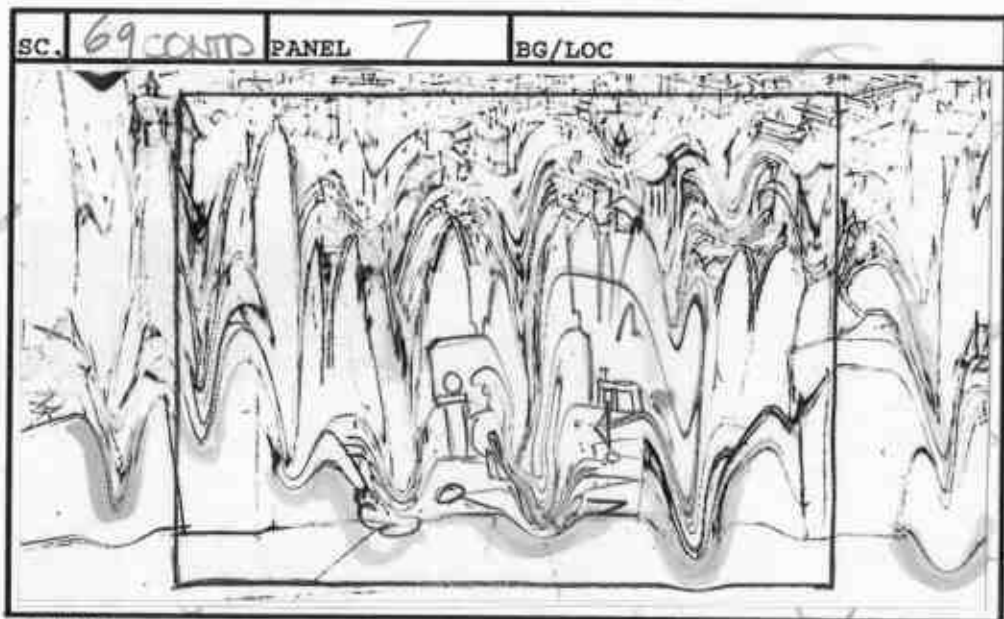
DIAL

FX:
SFX:

DIRECTOR'S NOTES

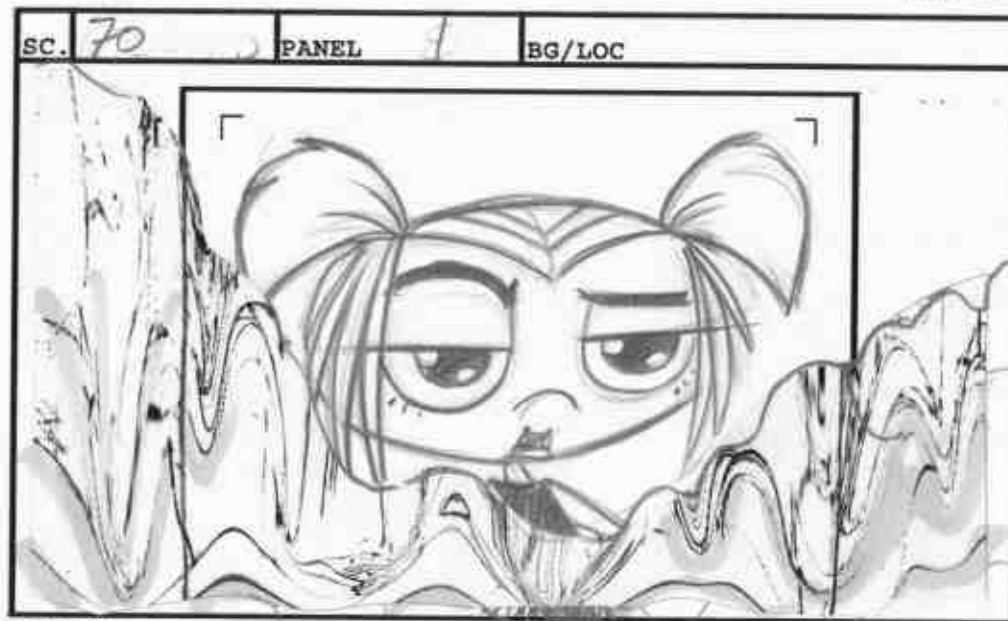
SLUG NOTES

FINAL
PROD #



ACTION

THE SCENE MELTS ..



ACTION

.. REVEALING CREEPIE ..

WIPES
TO NEW
SC

DIAL 53 CREEPIE: (VO)

BUDGE MY MOTHER HAS NEVER COOKED ..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES

DIAL 53 CREEPIE: (CONTO)

.. A POT ROAST IN HER LIFE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



▼
[HU]

ACTION
(*BG NOTE: BG IS DINING ROOM)

DIAL (53) CREEPIE (CONTD)
SHE PREFERS HER MEAT ALIVE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
WIDE ON CREEPIE & A NERVOUS LOOKING BUDGE.

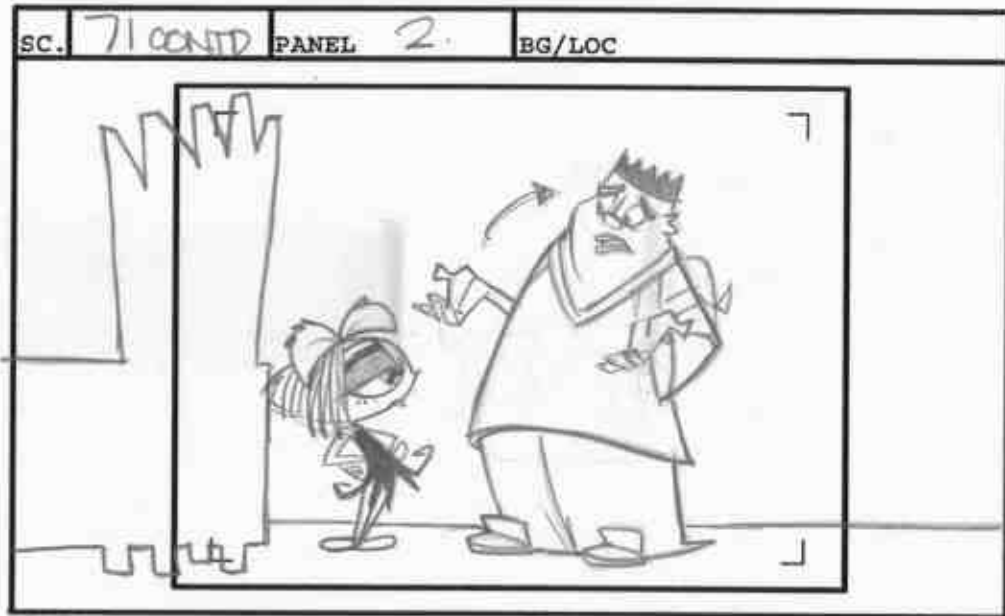
DIAL (54) BUDGE:
DID I SAY COOKED?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

CREEPIE HAS AN IDEA

DIAL

54 BUDGE: (CONTD)

I MEAN IT RAW..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

55 CREEPIE:

YOU KNOW WHAT?

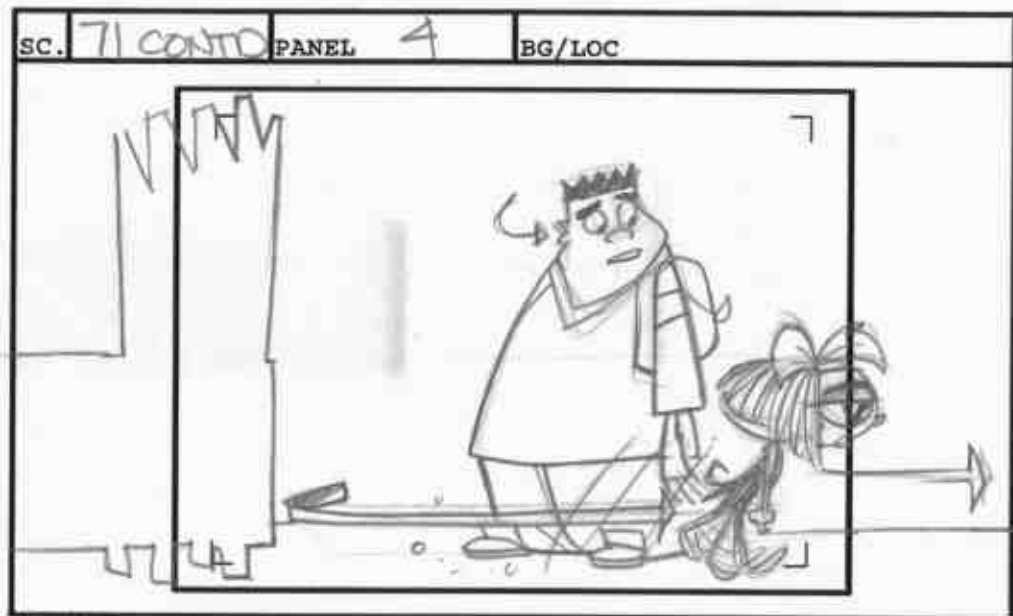
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE SKITTERS PAST BUDGE AND OUT

DIAL

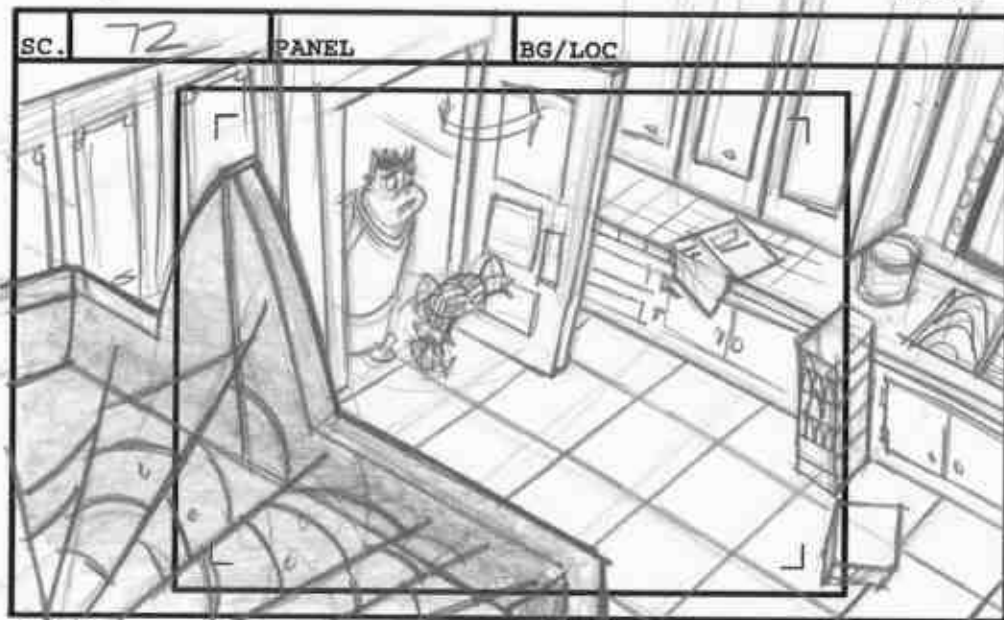
(55) CREEPIE:

WE FORGOT TO CHECK THE KITCHEN!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

INT KITCHEN. CREEPIE & BUDGE ENTER

DIAL

(55) CREEPIE: (CONTD)

THEY'RE PROBABLY EATING CRUMBS UNDER THE COUNTER

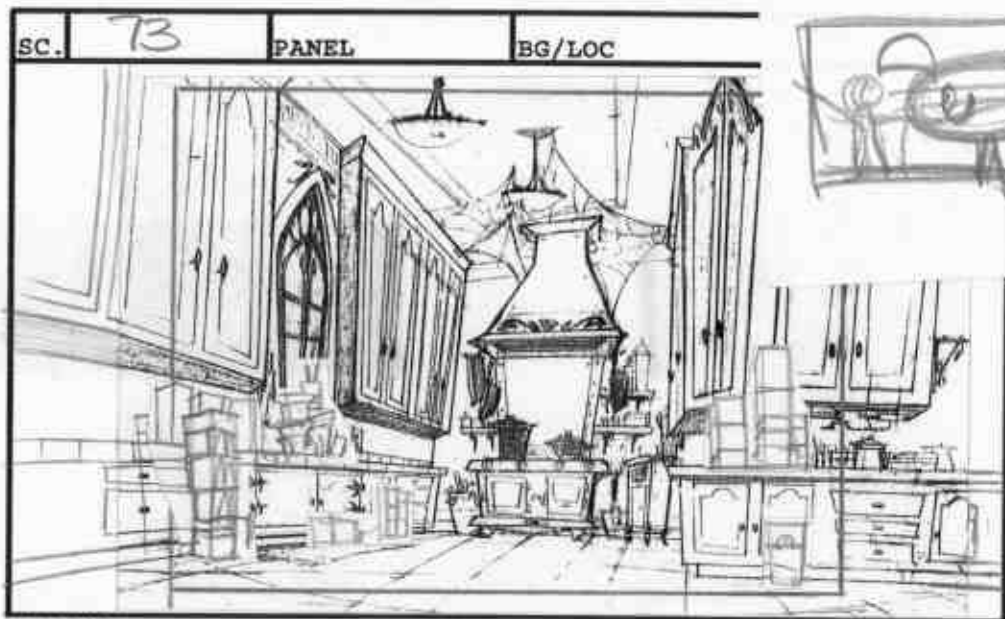
FX:
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

WIDE ON KITCHEN, CREEPIE & BUDGE'S P.O.V. IT'S EMPTY.

DIAL (56) CREEPIE: (65)

HELLO??

PX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON BUDGE & CREEPIE

DIAL

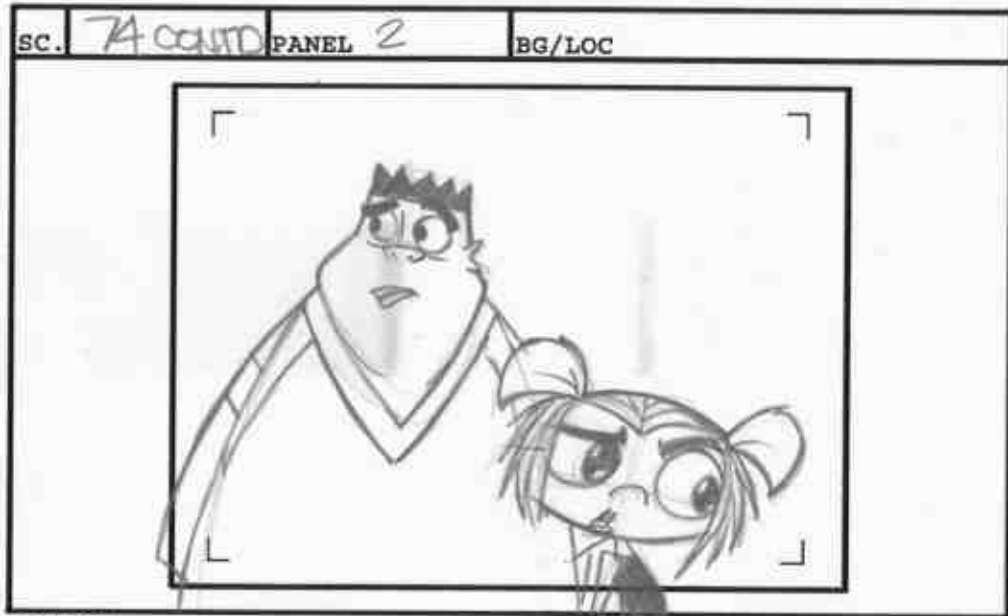
PX:
SFX:

DIRECTOR'S NOTES

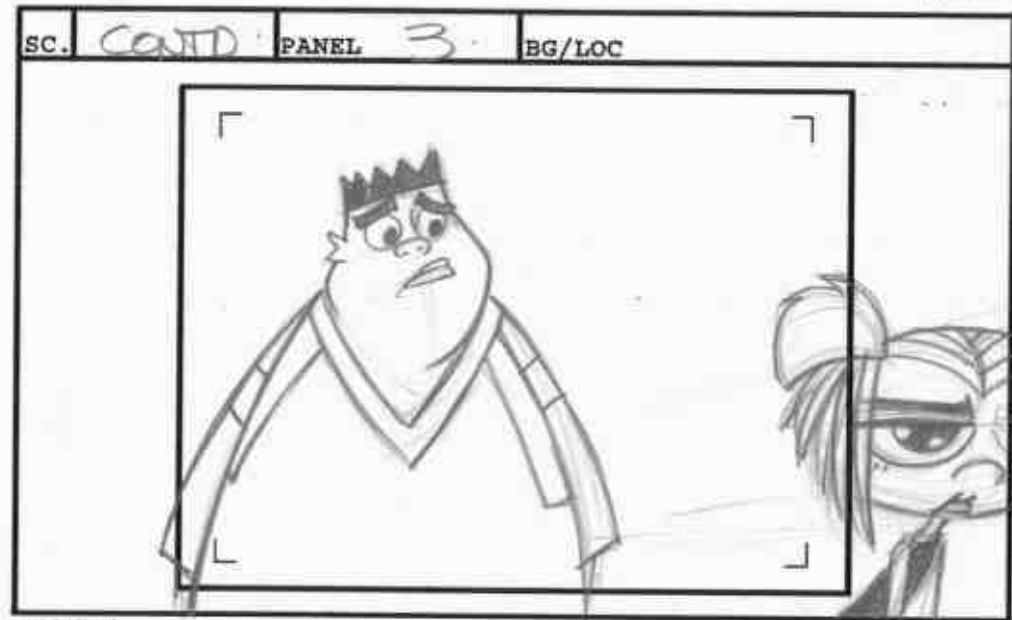
SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE



ACTION



ACTION

CREEPIE MOVES FORWARD...

DIAL

(57) CREEPIE:

HMM, I THOUGHT THEY'D BE IN HERE.

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

FX:

SFX:

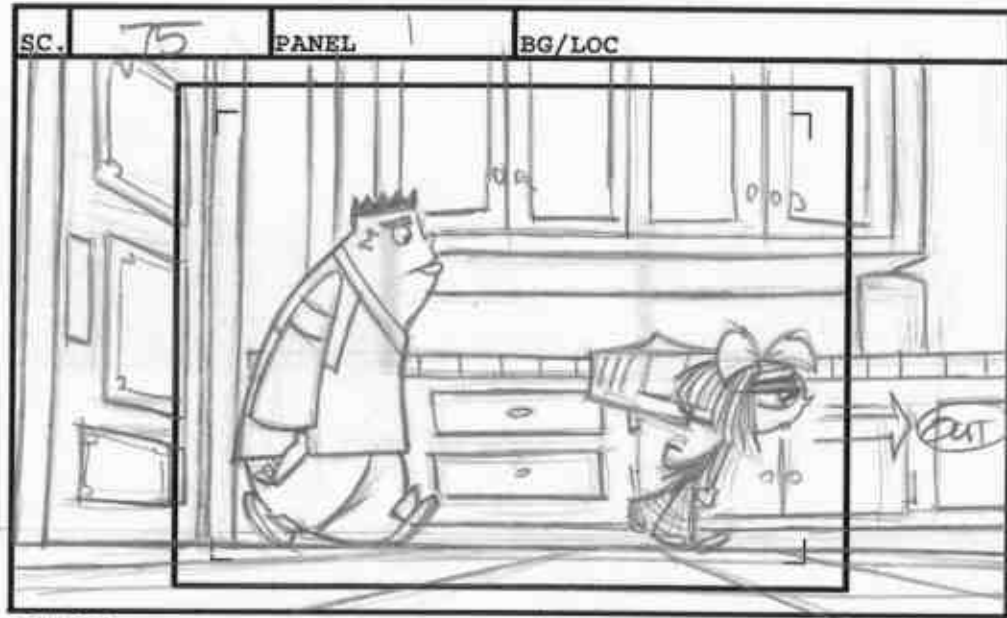
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE

#4



ACTION
WIDE ON BUDGE & CREEPIE
CREEPIE SKITTERS OUT, BUDGE FOLLOWS

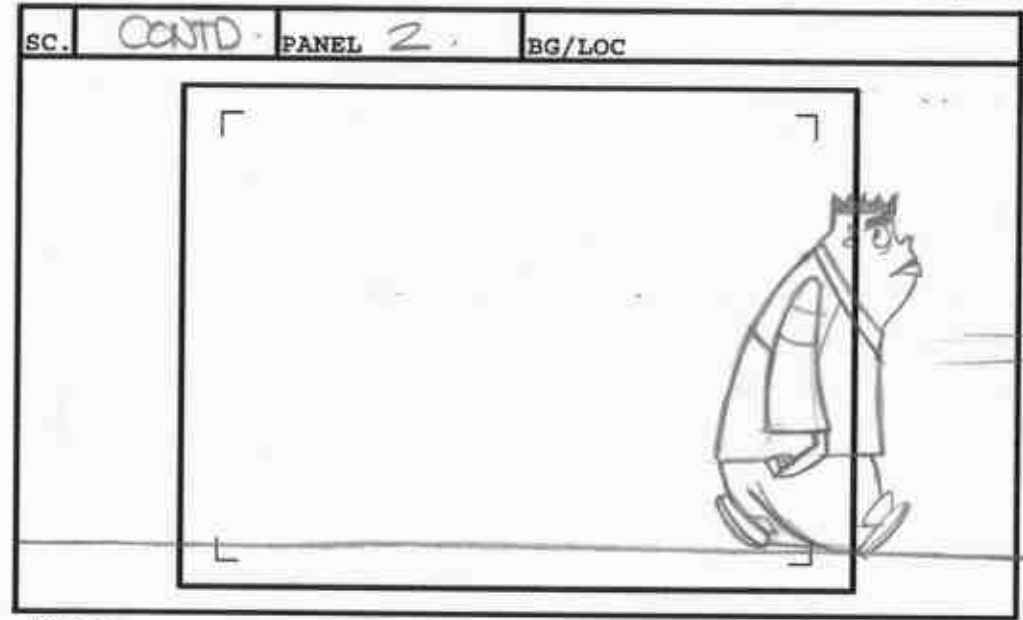
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

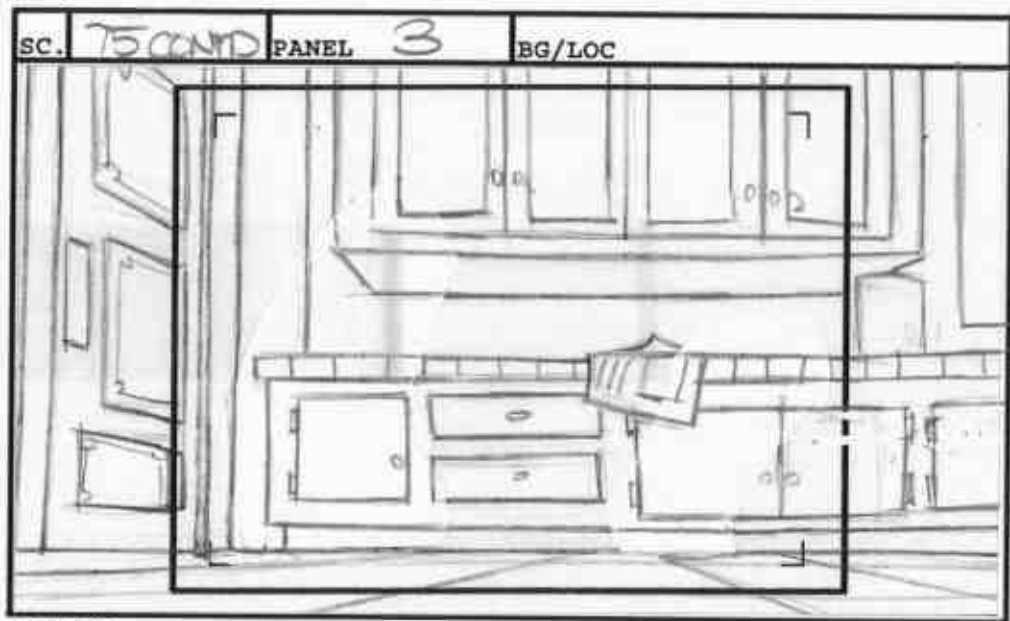
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

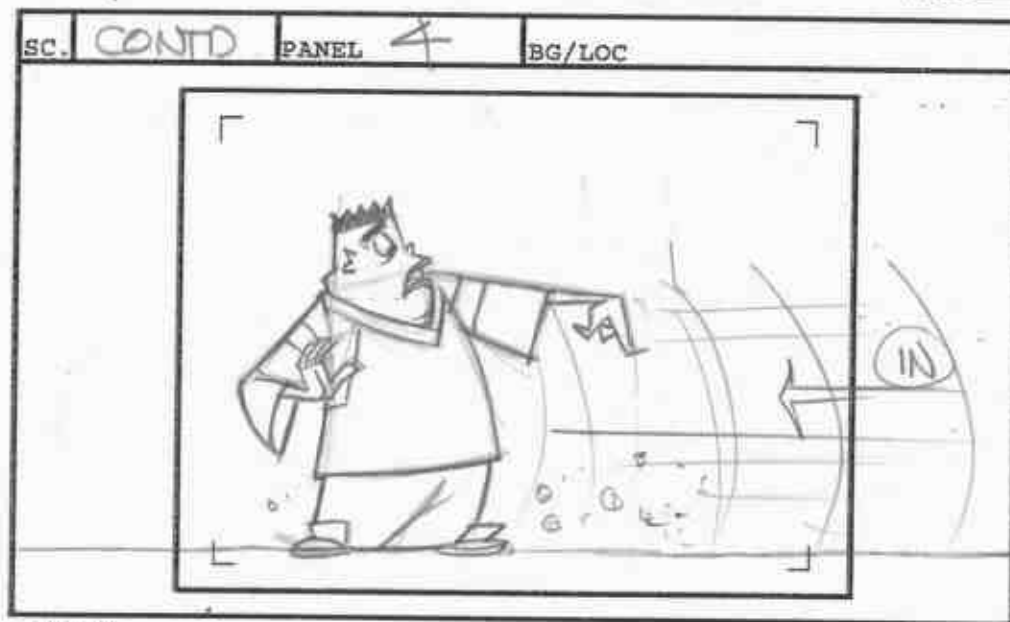
<FEAT!>

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE ZIPS IN, POINTING AT THE COUNTER.

DIAL

58

BUDGE:

CREEPIE, LOOK!

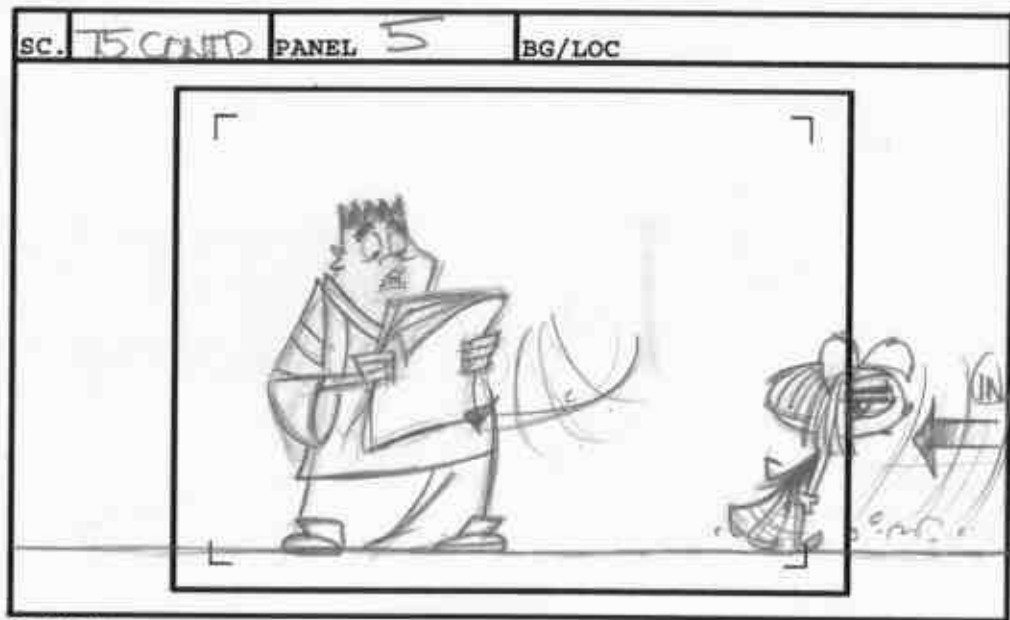
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPIE



ACTION

BUDGE SNATCHES THE NEWSPAPER FROM THE COUNTER AS CREEPIE SKITTERS IN BACKWARDS.

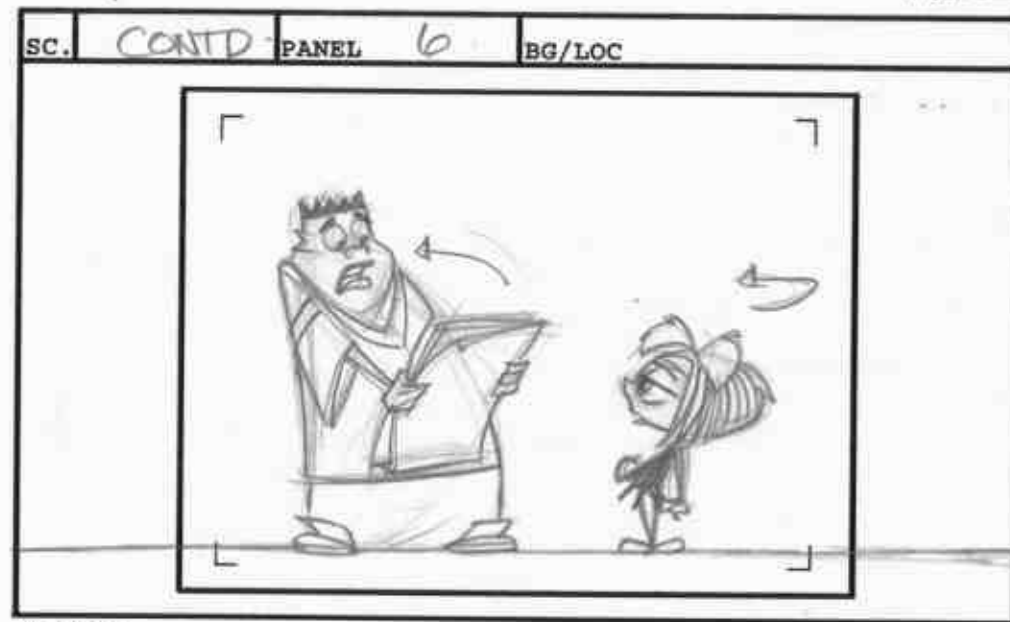
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

CREEPIE TURNS

DIAL (C) CREEPIE:

IT'S MY DAD'S NEWSPAPER, SO?

FX:
SFX:

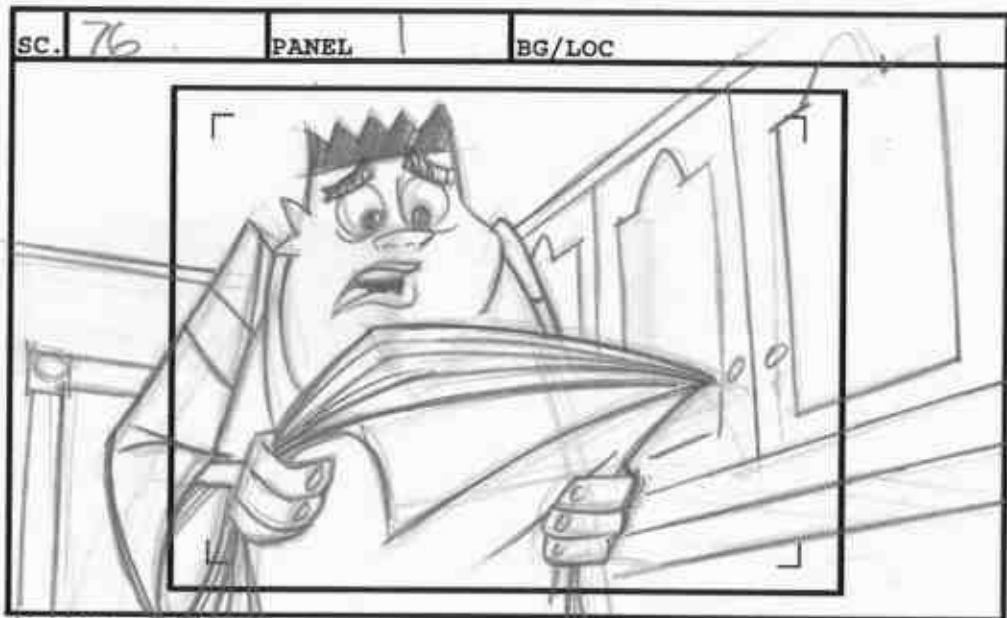
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

HCI



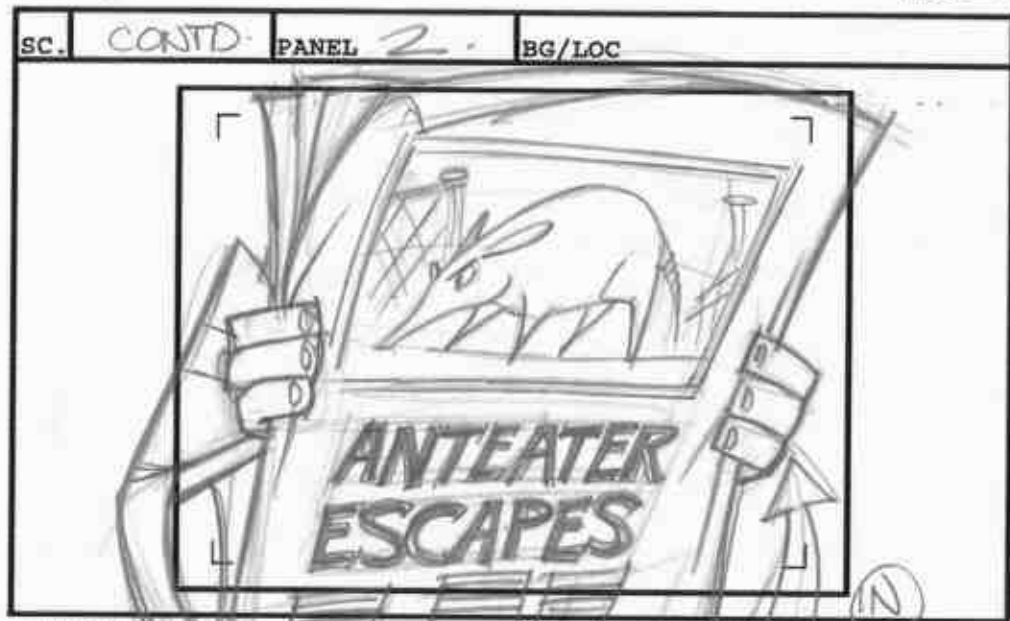
ACTION
CLOSE ON A FRANTIC BUDGE

DIAL
GO BUDGE:
SO?

FX:
SFX:
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
BUDGE LIFTS THE PAPER UP INTO CAMERA

DIAL
GO BUDGE: (CONTD)
LOOK AT THE HEADLINE!

FX:
SFX:
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

CLOSE ON CREEPIE



ACTION

DIAL (60) BUDGE: (OS) (CONTD)
(READING) "ANTEATER ESCAPED FROM
MIDDLETON ZOO?"

FX: IT ALL MAKES PERFECT SENSE.
SFX:

DIRECTOR'S NOTES

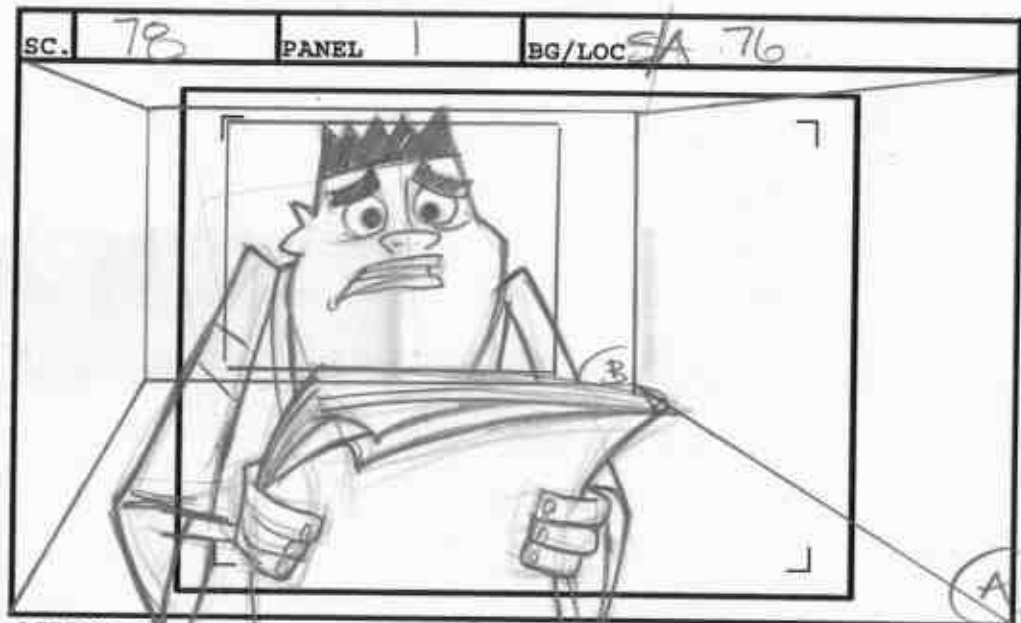
SLUG NOTES

DIAL (61) CREEPIE:
IT DOES?

FX:
SFX:
DIRECTOR'S NOTES

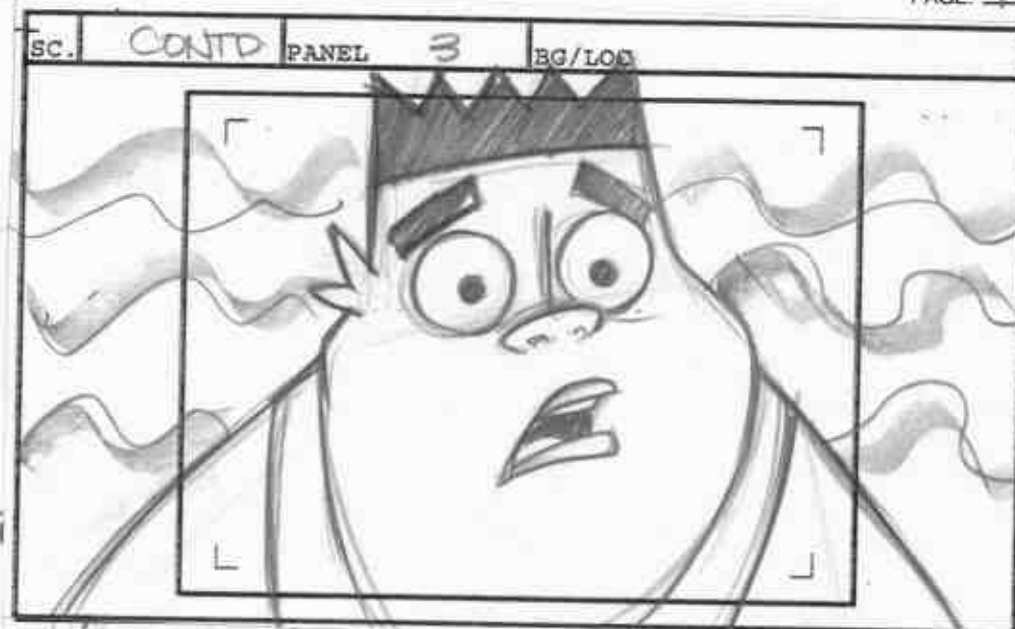
SLUG NOTES

FINAL	
PROD #	



ACTION

ANGLE ON BUDGE. TRUCK IN (A) (B)
(X-DISS BG DURING TRUCK IN.)



ACTION

(FADE BUDGE OFF)



DIAL

(2) BUDGE:
IT STARTED OUT AS A DAY LIKE ANY OTHER...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

BUDGE: (CONTD)
... EXCEPT FOR THE OTHER DAY
I TOLD YOU ABOUT BEFORE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
-------	--

PROD #



ACTION
EXT PARK - DAY

A BLUEBIRD SWOOPS INTO SCENE, PAN W/ACTION AS THE BIRD FLIES TOWARDS THE CITY.

ACTION

*BG NOTE: TREAT BG LIKE

DIAL

BUDGE: (VO) (CONTD)

.. BIRDS WERE SINGING.

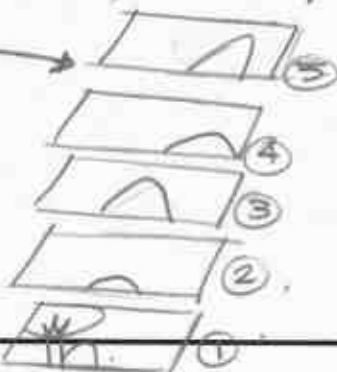
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



* [SEQUENCE SHOULD LOOK LIKE A GODZILLA FILM]

DIAL

BUDGE: (VO) CONTD.

.. AND THEN.. SUDDENLY

FX:

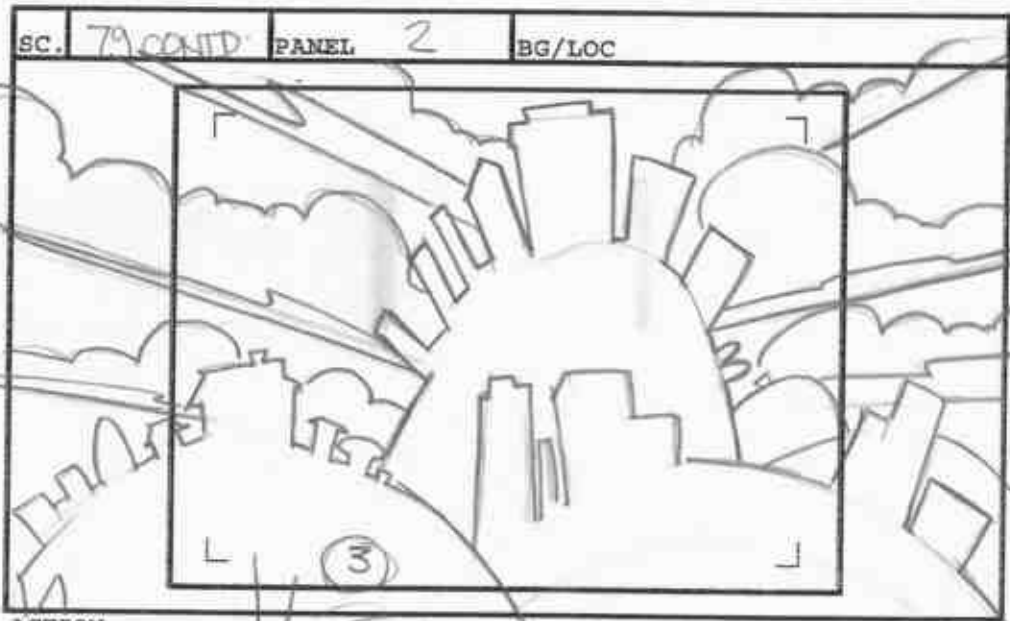
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
up
creepie



ACTION

CUT

PAN LEVEL #3

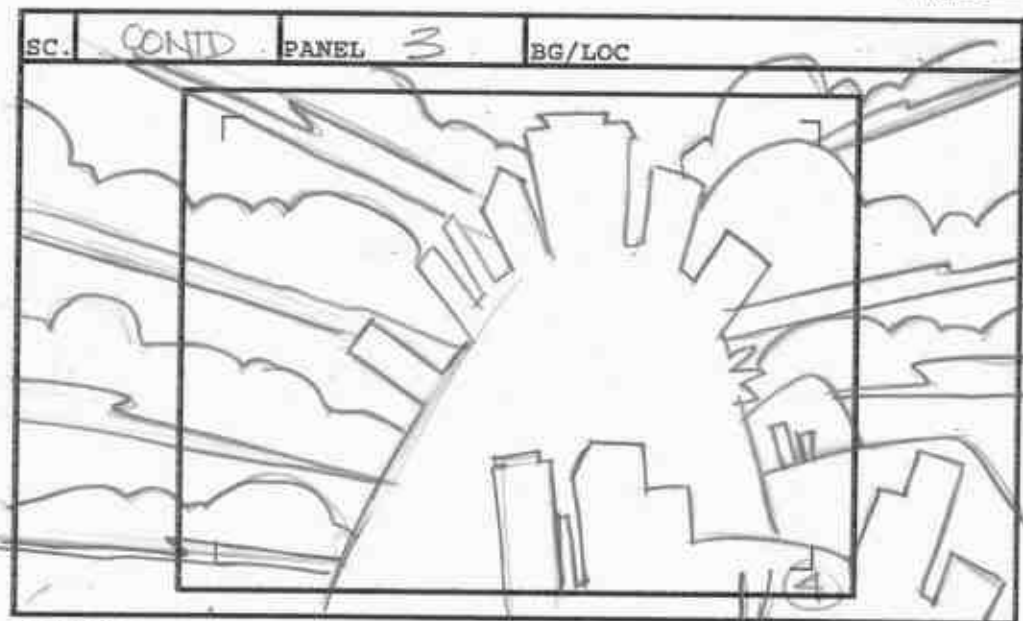
DIAL: (A SKY SHOULD TURN RED)
SFX: (HEAVY FOOTSTEPS)

BUDGE: (V0) (CONTD)

FX: ... AND FAR OFF
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

PAN LEVEL #4 OUT

DIAL:

BUDGE: (V0) (CONTD)

FX: ... IN THE DISTANCE CAME
SFX: THE

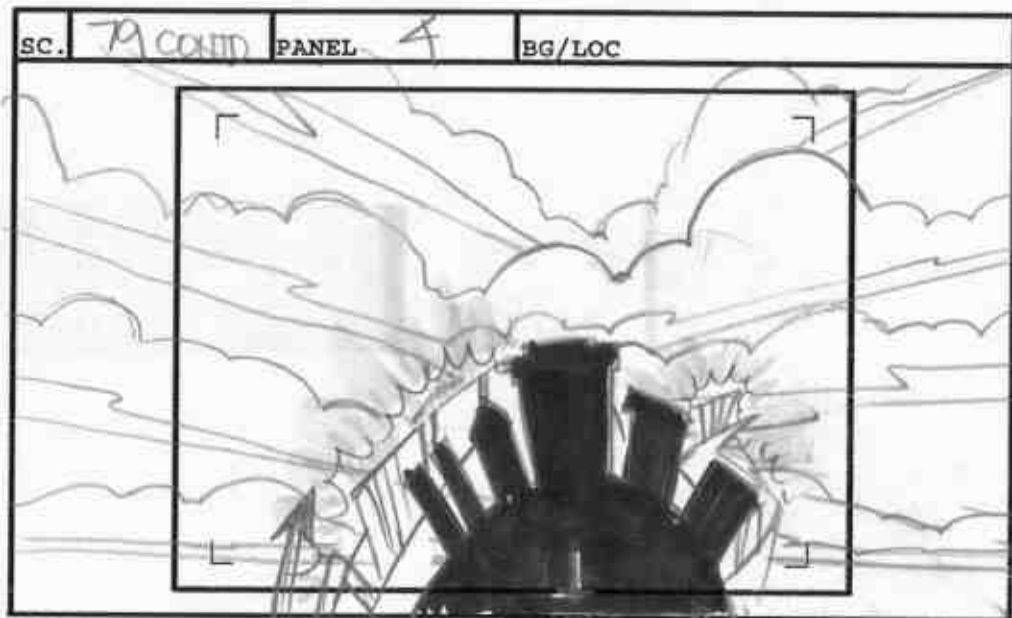
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE

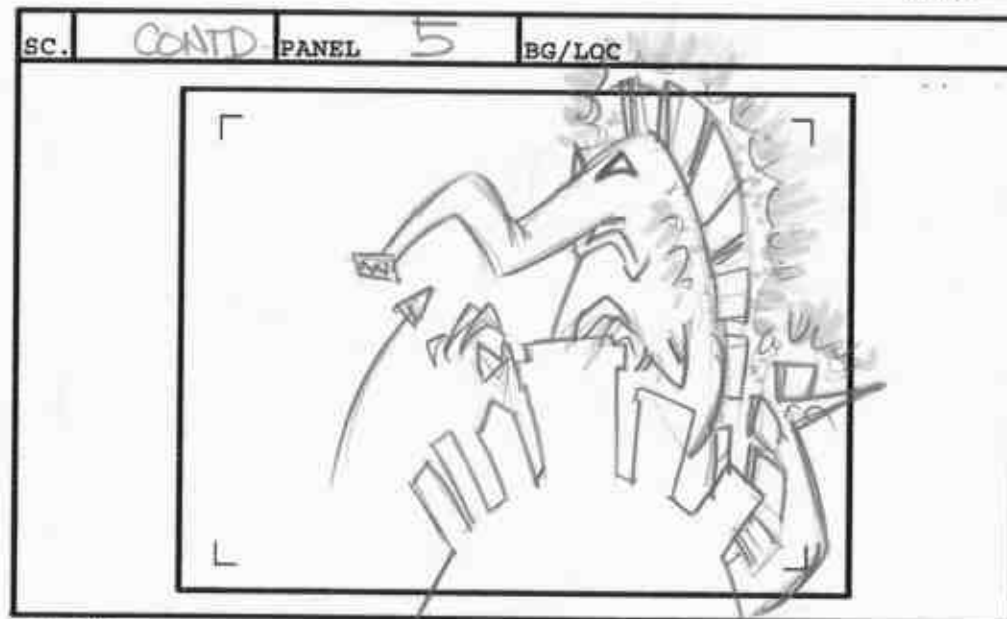


ACTION
 PAN LEVEL #5 (SOUTH) STOP (DISSOLVE LAYER 5 TO SILHOUETTE)

DIAL BUDGE (VO) (CONTD.)
 .. POUNDING OF.. GIANT FOOTSTEPS ..

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES



ACTION
 ANTZILLA HEAVES UP INTO VIEW

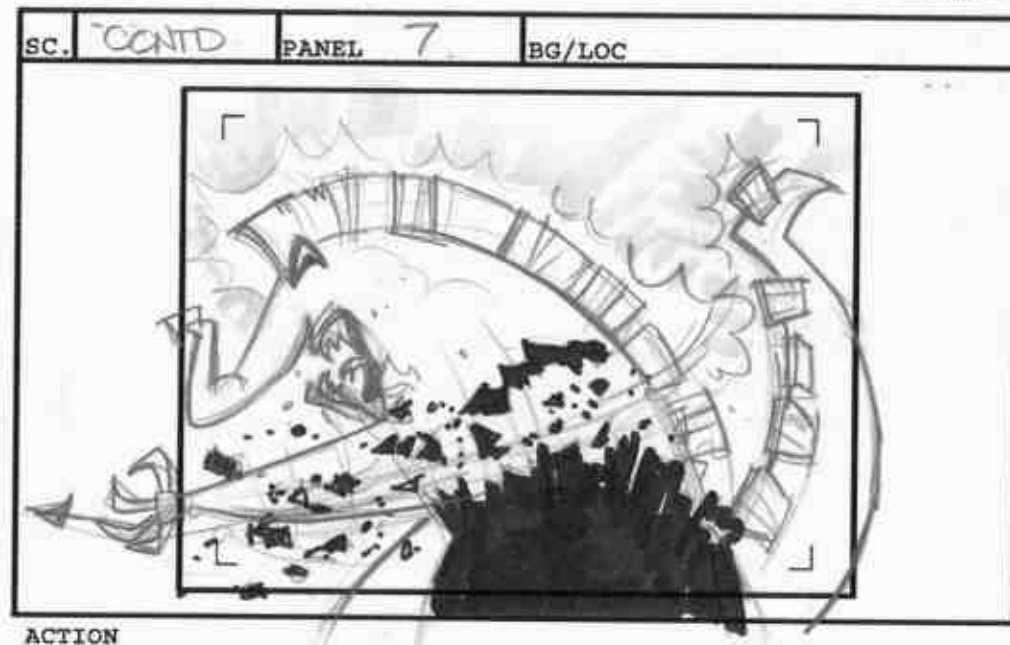
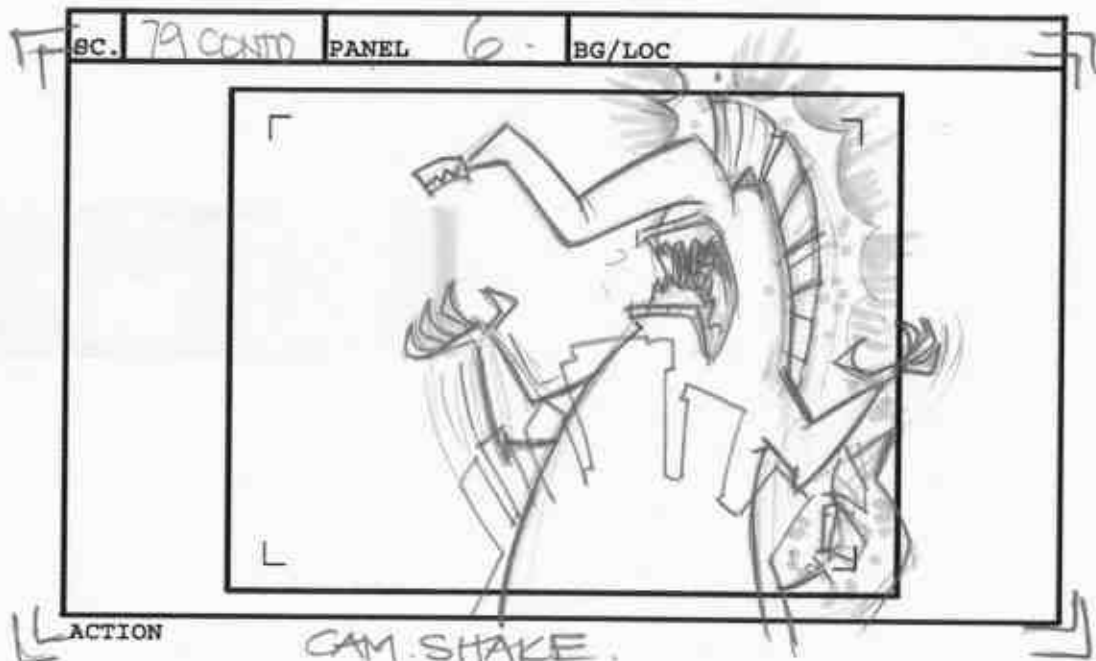
DIAL BUDGE (VO) (CONTD.)
 OH..NO... ANTZILLA!

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ANTZILLA SMASHES THE BUILDING

DIAL ANTZILLA:

< NAAIRRGH ~~~~~ >

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

BUGS (OS)

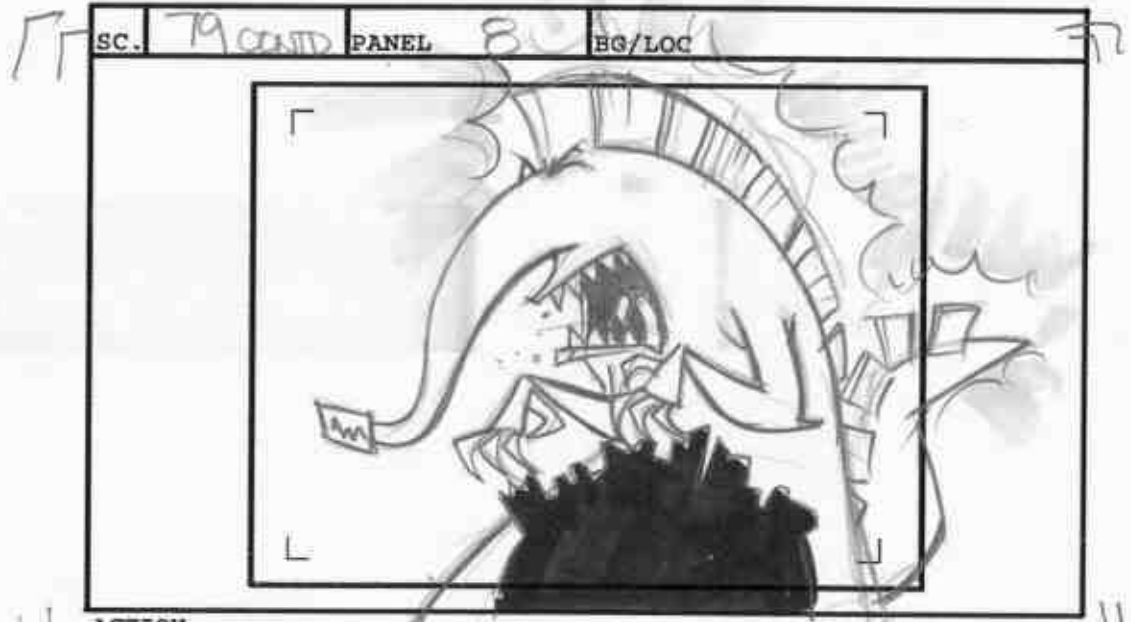
(SCREAMING BUG WALL) ~~~~~

FX:
SFX:

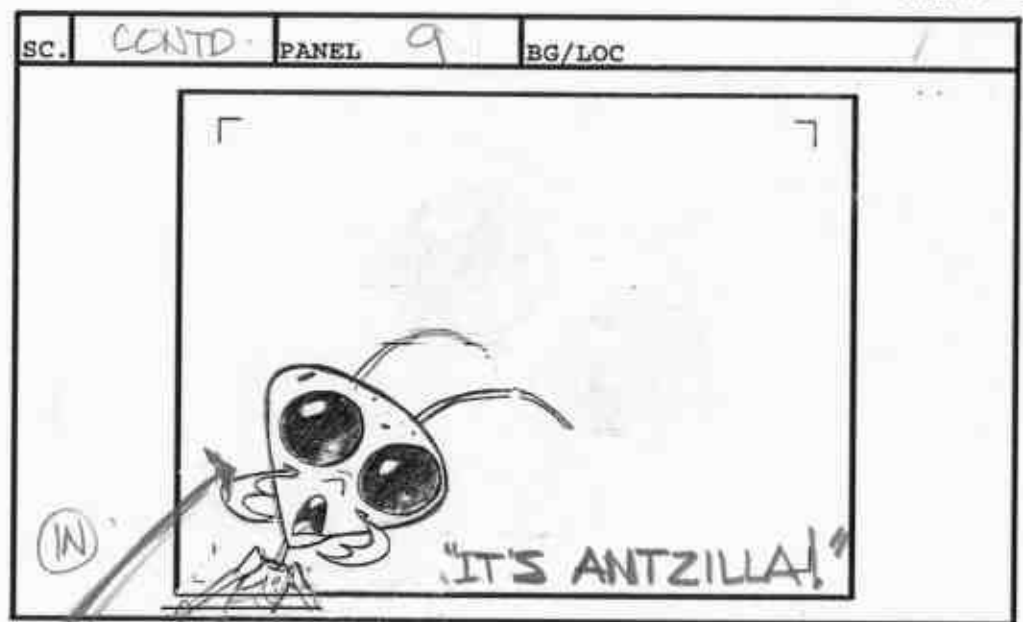
DIRECTOR'S NOTES

SLUG NOTES

FINAL PROD #



ACTION



ACTION

AN ANT JUMPS UP INTO CAMERA

(* ADD SUBTITLES (IN ENGLISH) ON SCREEN)

DIAL

ANTZILLA: < ROAR ~~~~~ >

BUGS: (OS) (CONTD)

< SCREAMS / WALLA >

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

WIDE ON CITY STREETS. A LINE OF TANKS BLOCK THE INTERSECTION. A CROWD OF BYSTANDERS RACE TOWARDS IT...

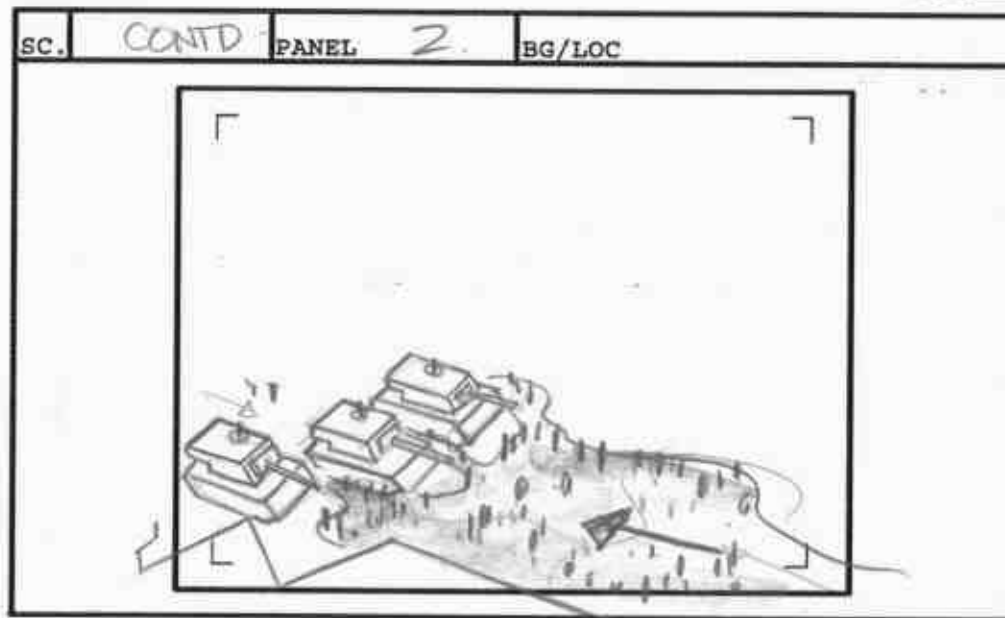
DIAL
BUGS' (CONTD)
(WALLA)

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

.. SURGING PAST THE TANKS..

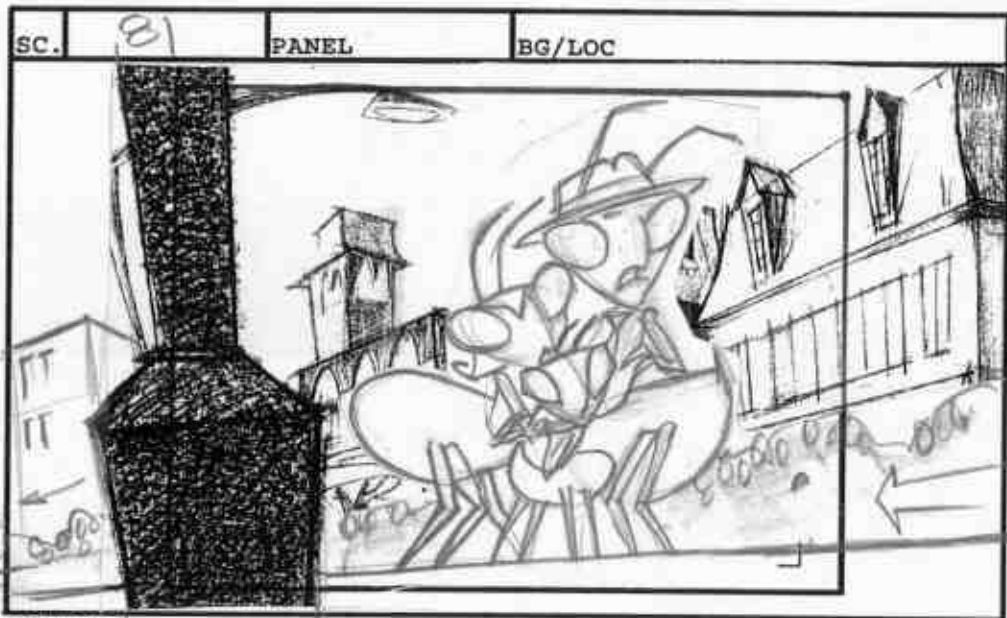
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANOTHER ANGLE ON STREET. A FAMILY HUDDLES TOGETHER AS THE CROWD RACES PAST, BEHIND THEM.

DIAL

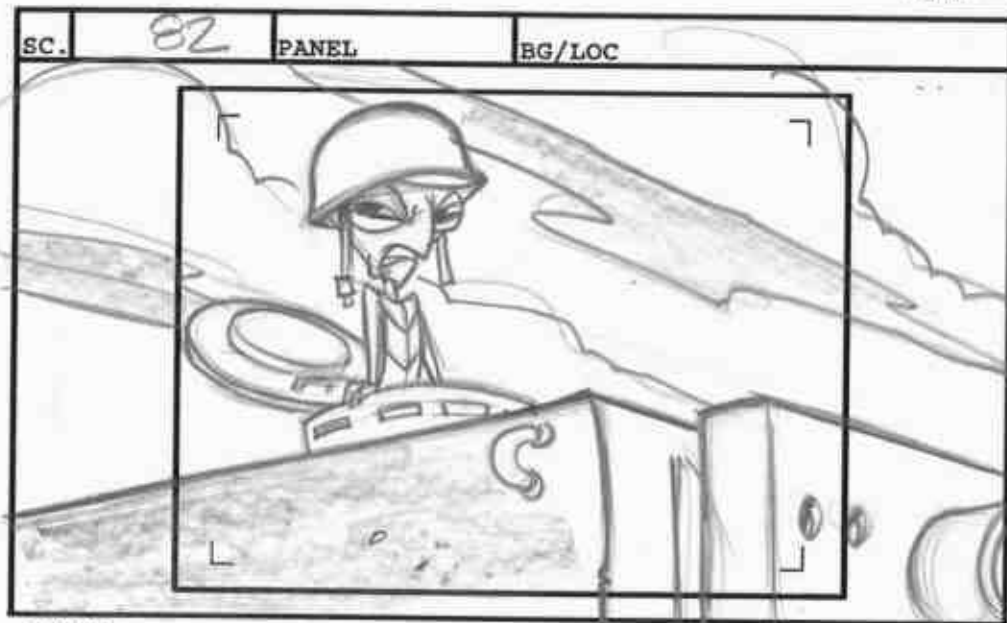
BUGS: (CONT'D)
(WALLA)

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON 'TANKER-ANT' COMMANDER HE LOOKS DETERMINED

DIAL

BUGS:
(WALLA)

FX:

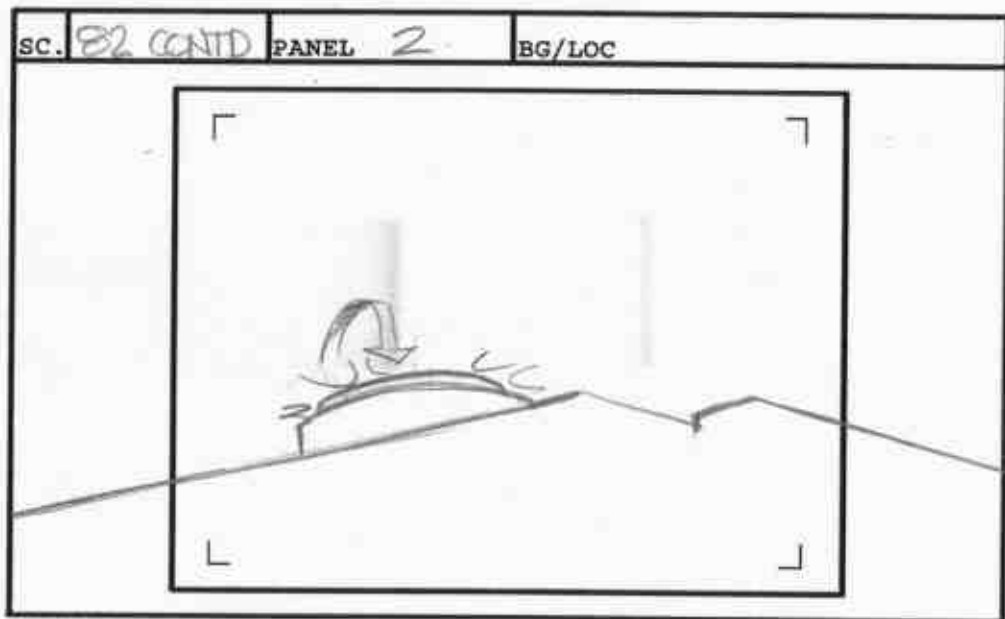
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

HE DROPS INTO THE TURRET AND
CLOSES THE HATCH.

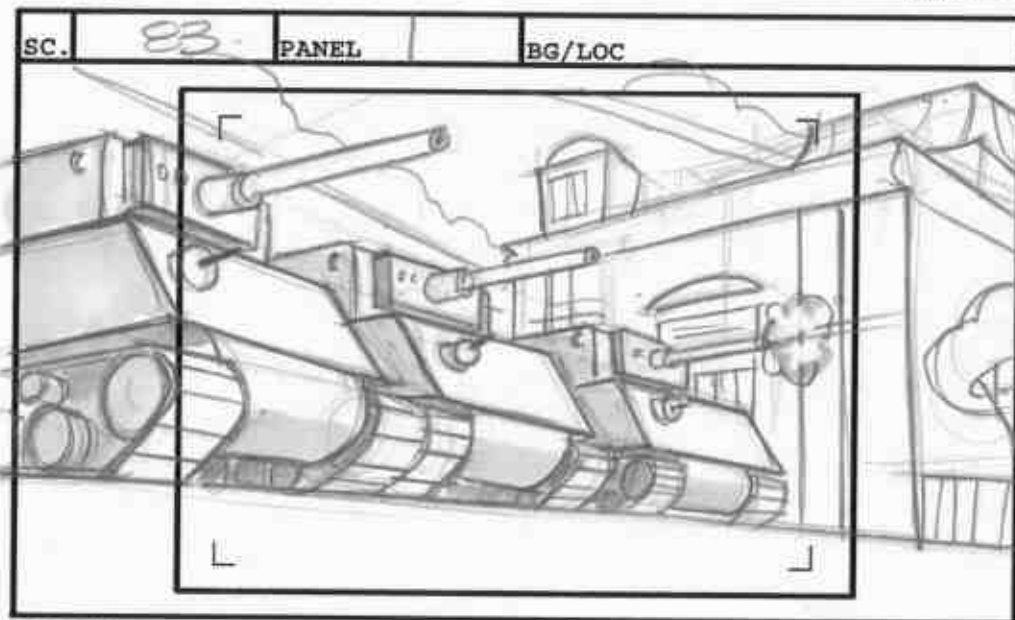
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON LINE OF TANKS
THEY FIRE IN SEQUENCE
TANK 1 FIRES.

DIAL

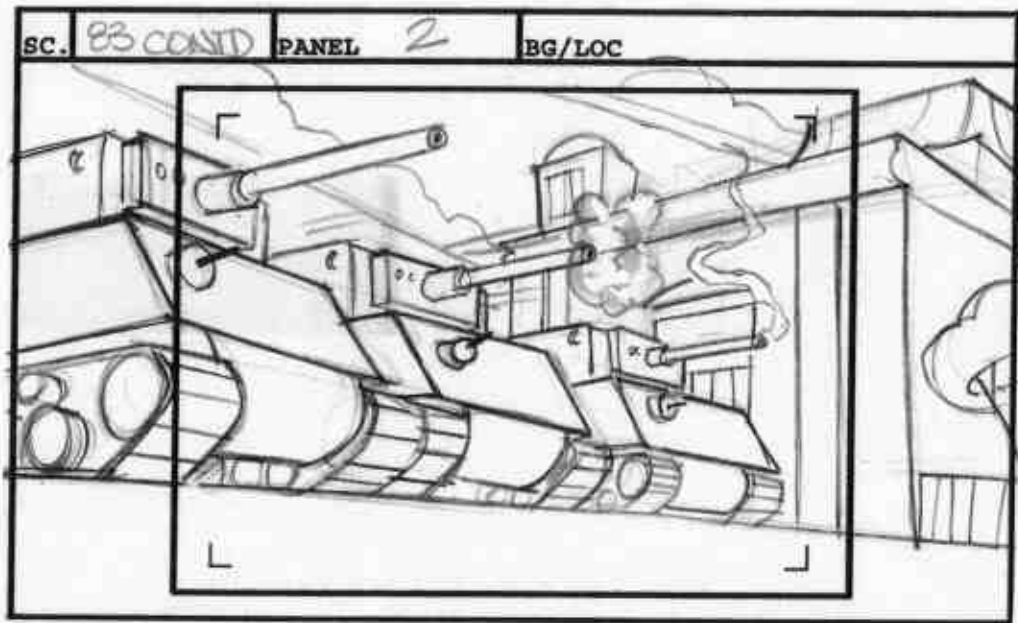
SFX: <BOOM!>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

TANK 2 FIRES

DIAL

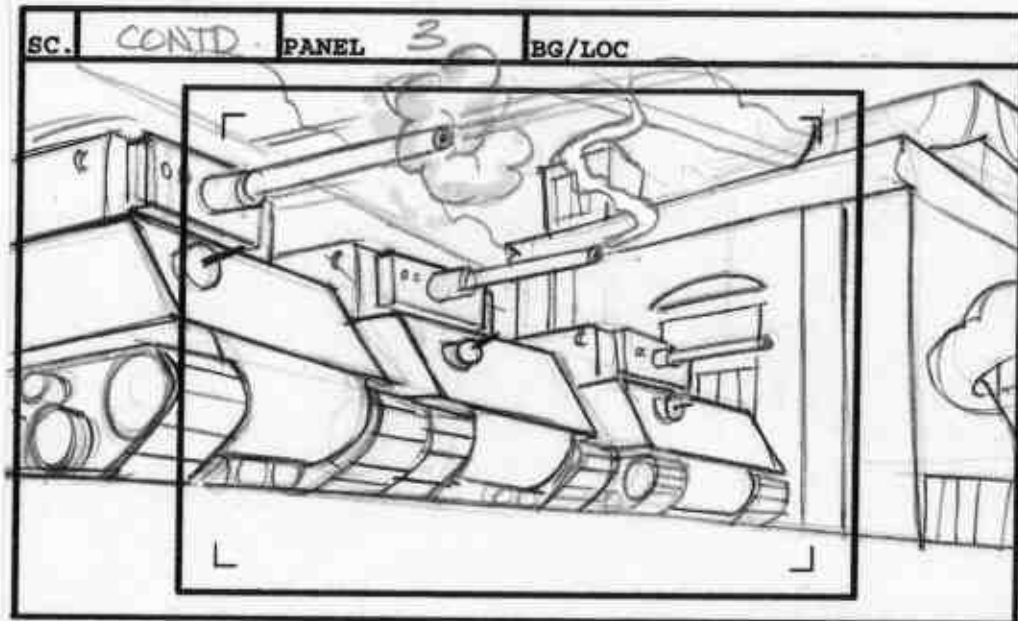
SFX: <BOOM!>

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

TANK 3 FIRES

DIAL

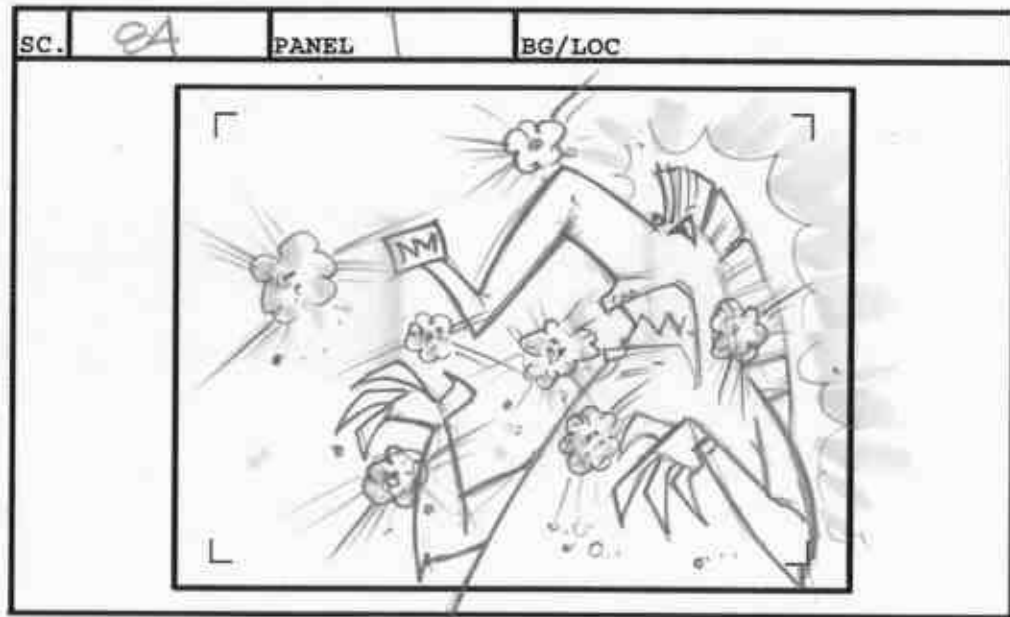
SFX: <BOOM!>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

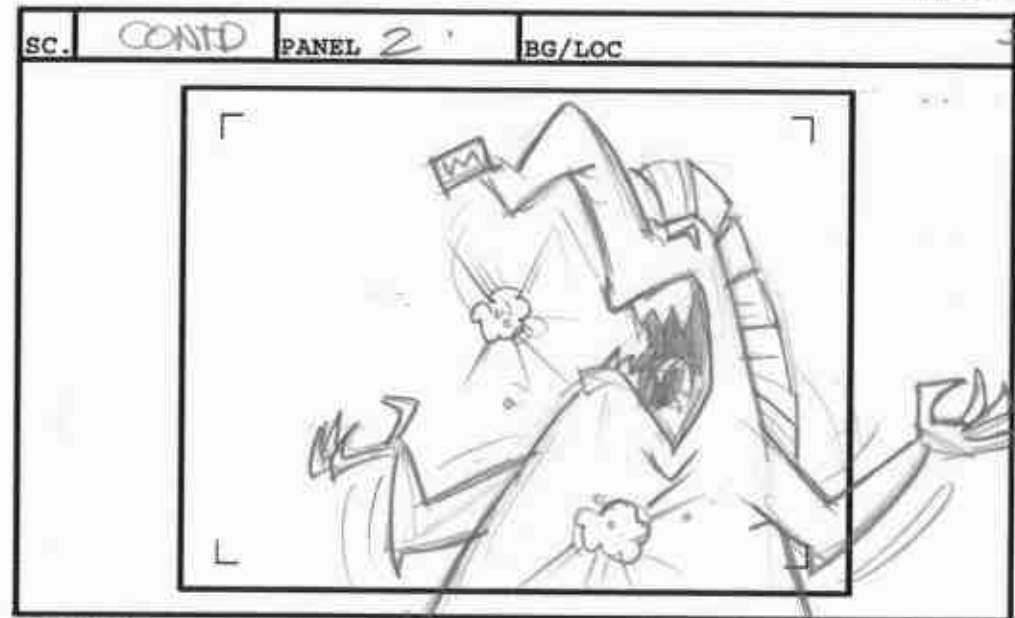
ANGLE ON ANTZILLA FLAK BURSTS AROUND HIM, THEY HAVE NO EFFECT OTHER THAN TO ANNOY HIM.

DIAL SFX: < BOOM! BOOM! BOOM! etc >

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CAMERA SHAKE

DIAL ANTZILLA:

< ROARRR ~~~ >

FX:
SFX:

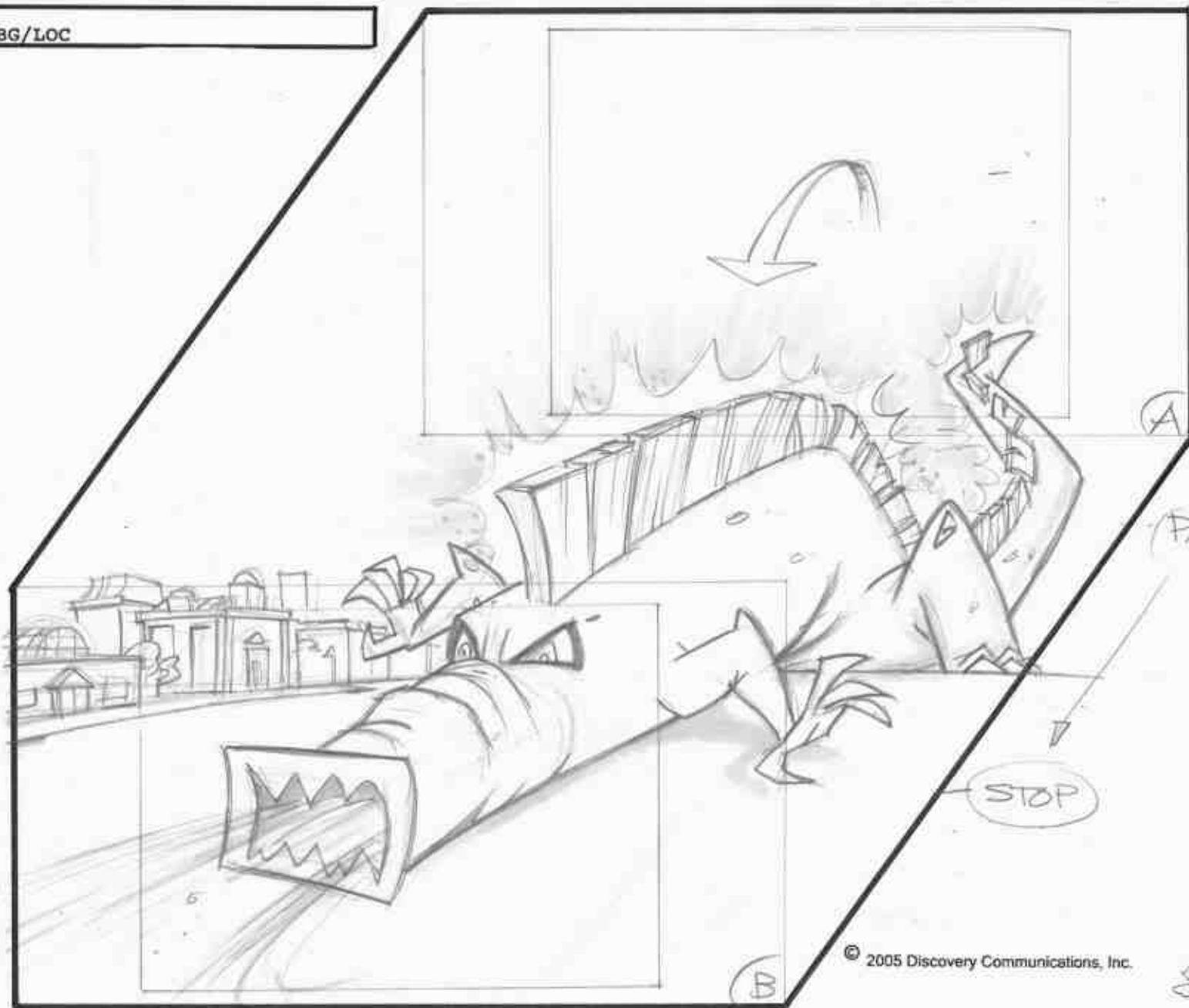
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE

SC. EA CONTD PANEL 3 BG/LOC



START

A

(PAN)

STOP

B

PAN W/ACTION (A) → (B)
AS ANTZILLA LEANS
FORWARD. HE'S USING
DIAL "VACUUM-POWER"

SFX: (VACUUM SUCTION)

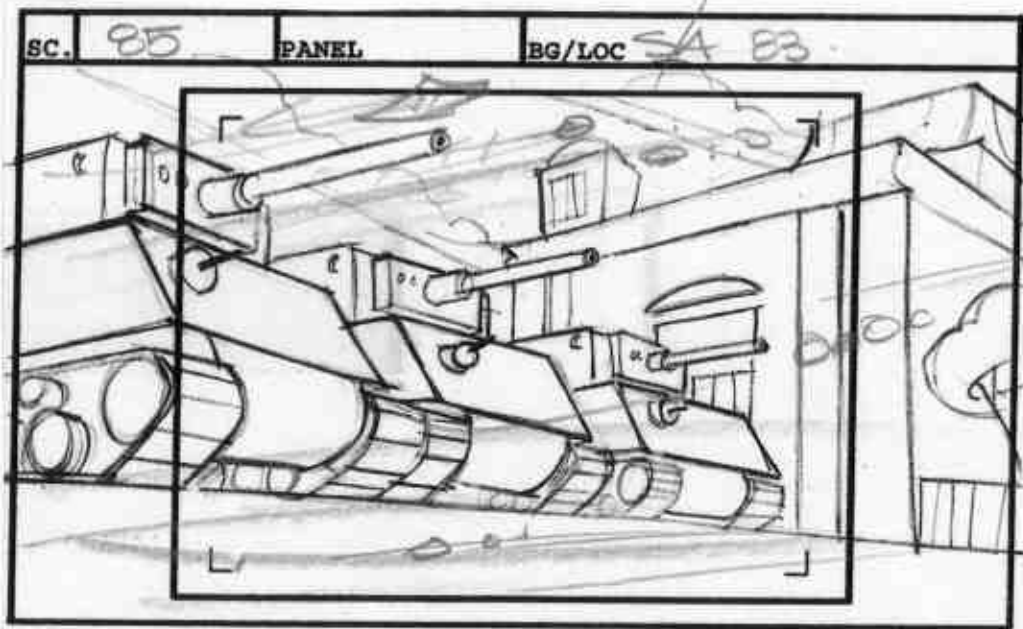
FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

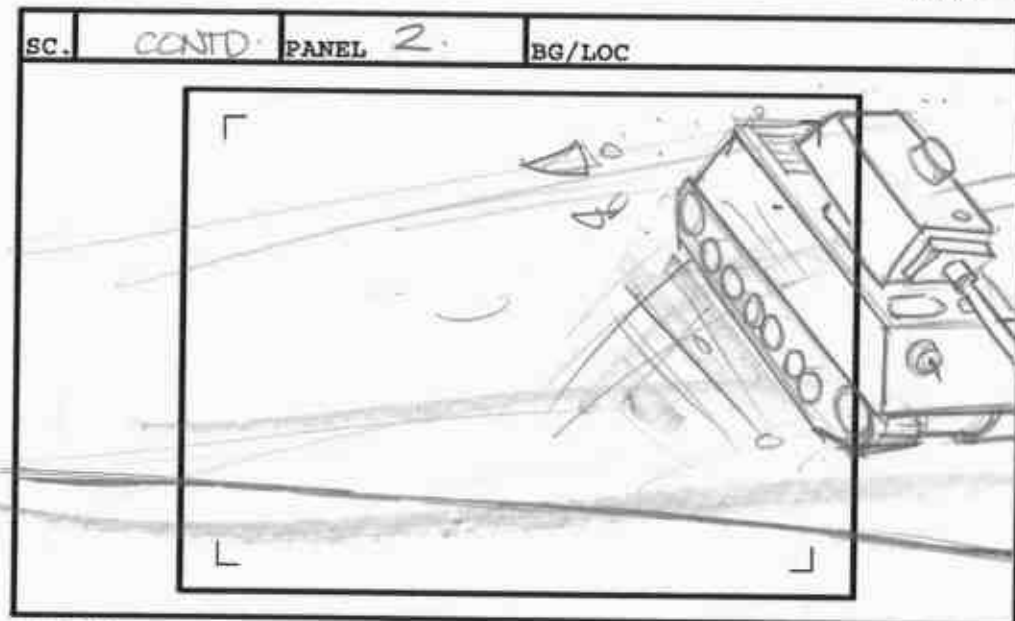
ANGLE ON ROW OF TANKS. DEBRIS IS SUCKED PAST THE TANKS...

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THEN TANK #1 IS SUCKED OUT

DIAL

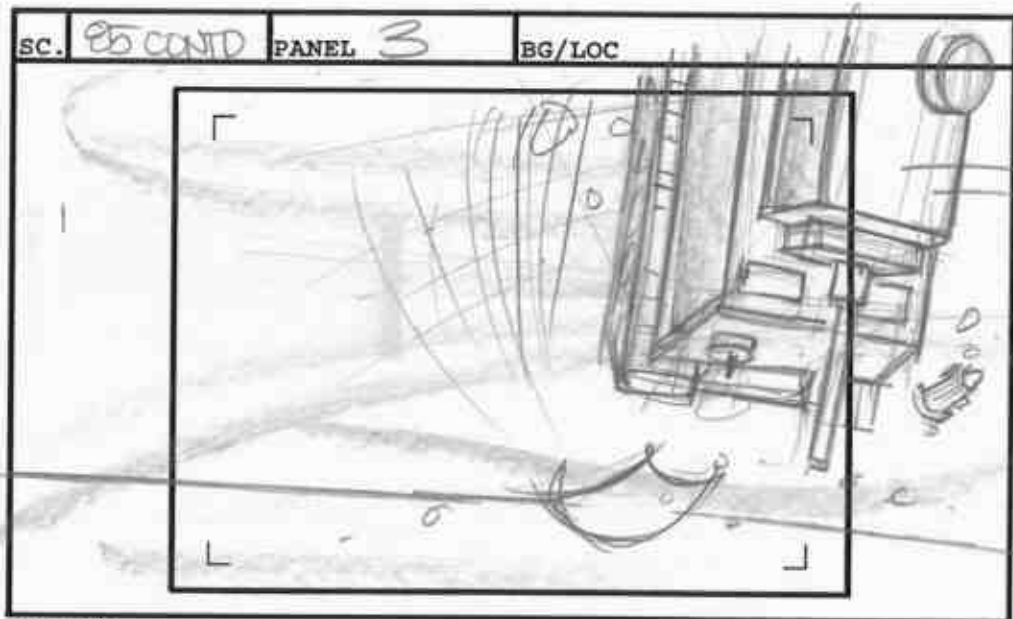
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL PROD #

growing
UP
CREEPIE



ACTION

FOLLOWED BY TANK #2

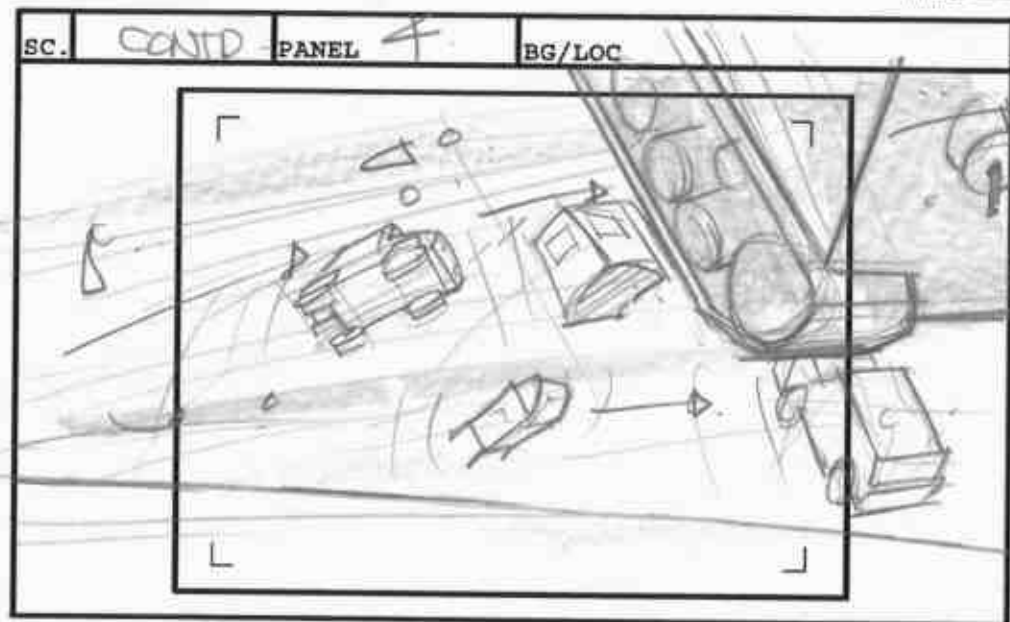
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

THEN #3 IS SUCKED OUT. DEBRIS
FOLLOWS THE TANKS

DIAL

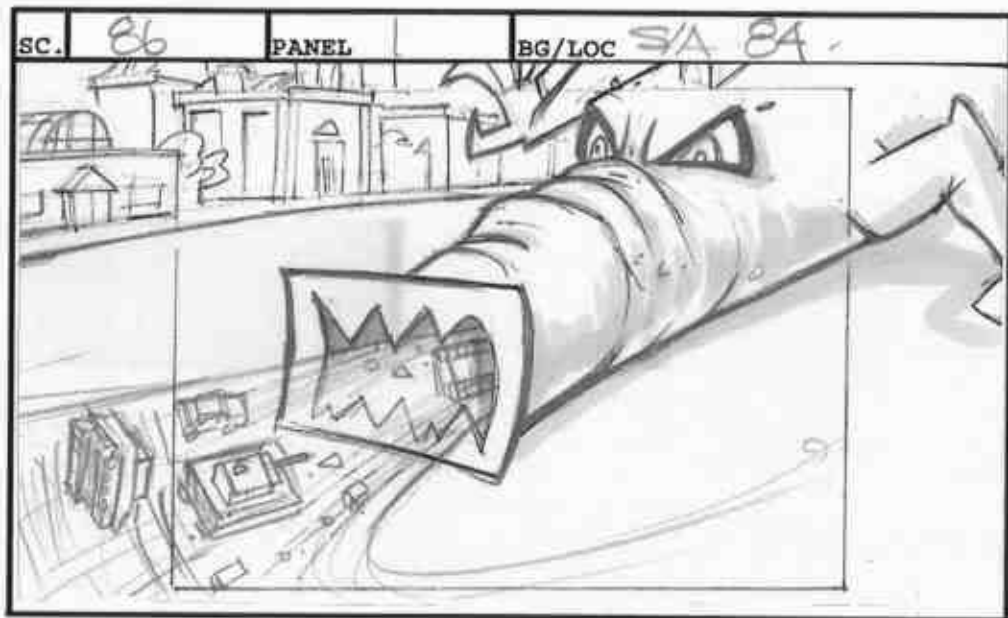
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
CLOSE ON ANTZILLA'S' SNOUT.
HE'S VACUUMING IN EVERYTHING IN SIGHT.

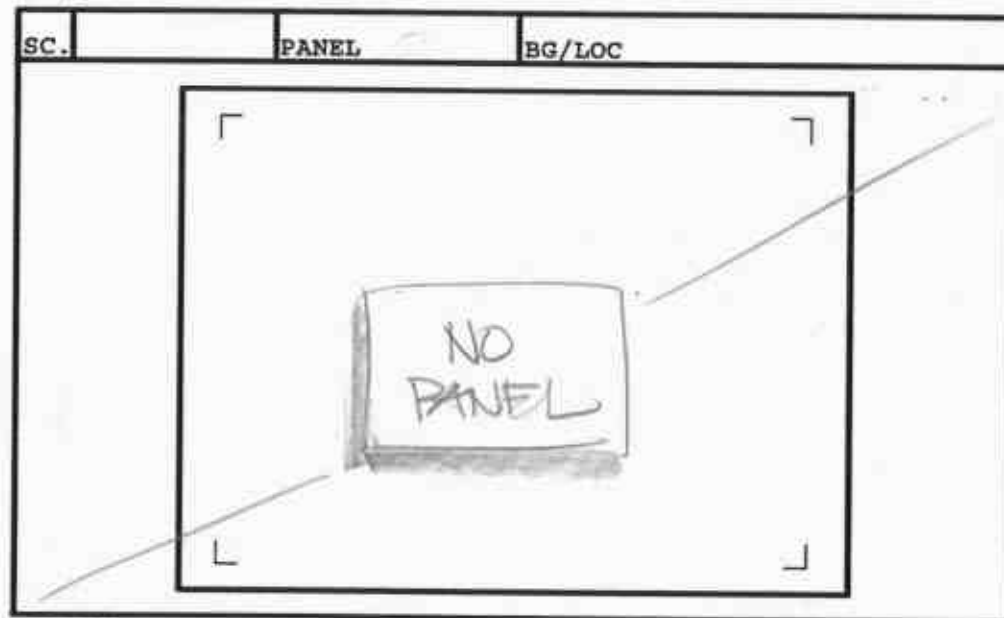
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION
SCENE CONTD ON NEXT PAGE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE

SC. 26 CONTD PANEL 2 BG/LOC

PAN W/ACTION (A) → (B)
AS ANTZILLA REARS UP
LETTING OUT A ROAR.

ANTZILLA:

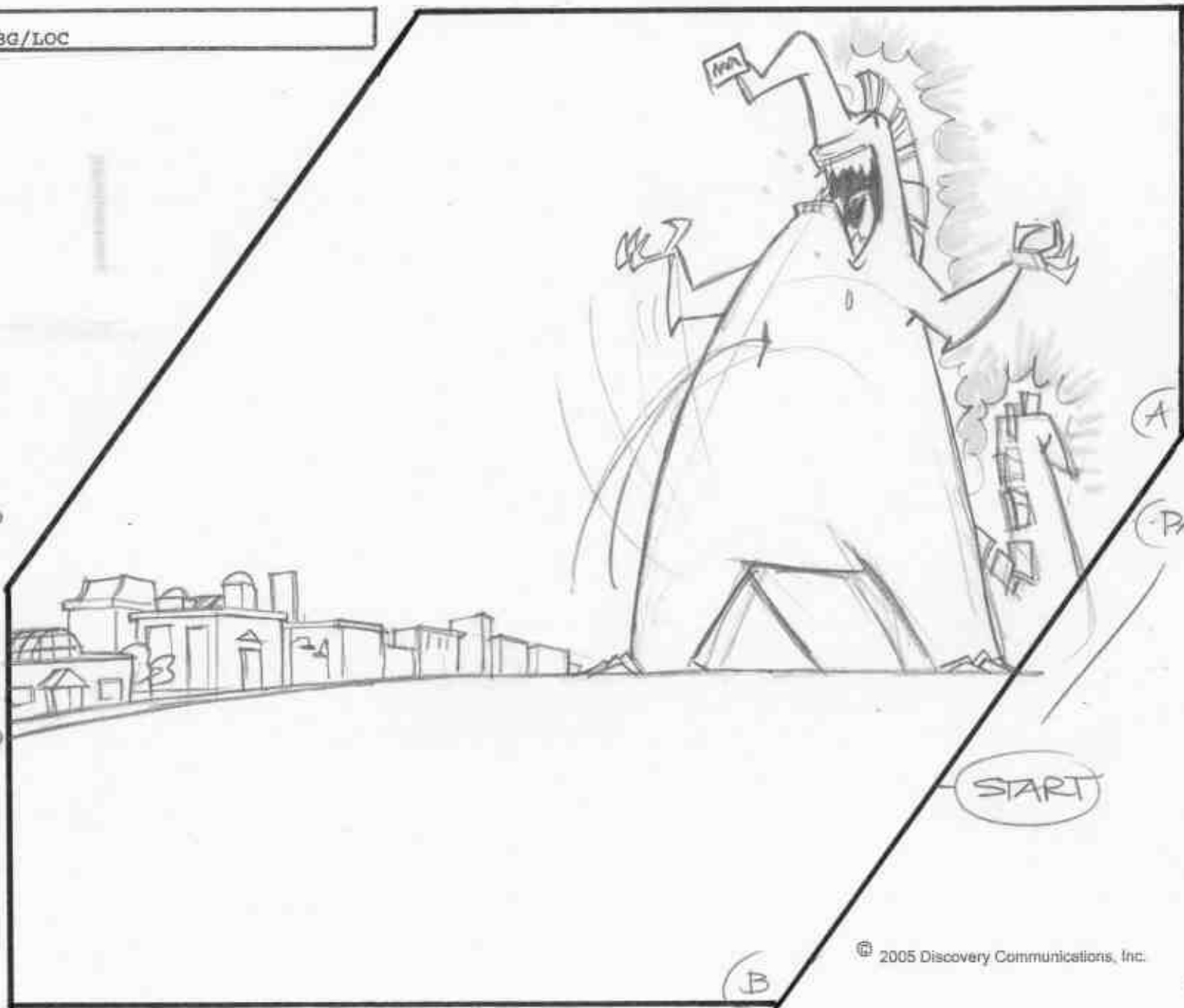
<ROARRE up>

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



STOP

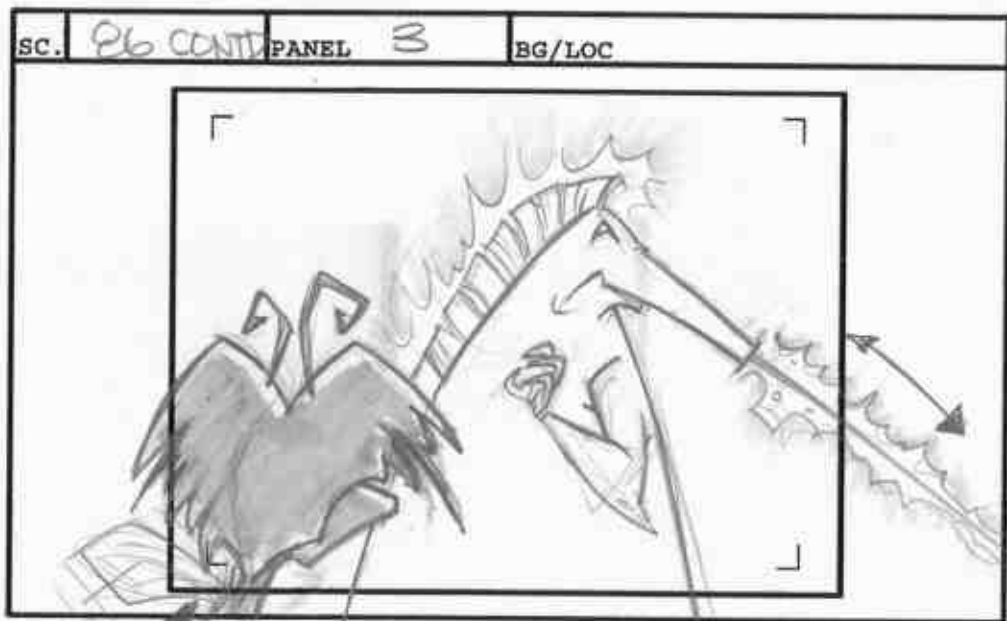
(A)

(PAN)

START

(B)

FINAL
PROD #



ACTION

(IN)

GNAT ZIPS UP INTO SCENE AS ANTZILLA TURNS AND SHOOTS OUT HIS RADIOACTIVE, GLOWING TONGUE

DIAL

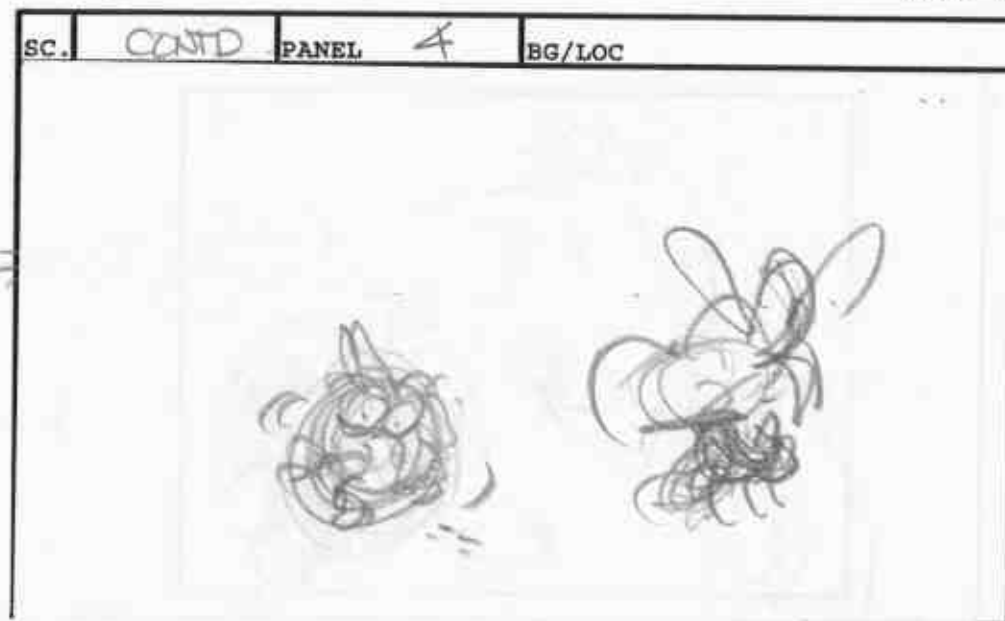
GNAT:

UH OH ...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ANTZILLA TURNS, SHOOTING HIS TONGUE OUT AGAIN. GNAT TURNS TO CAMERA

DIAL

GNAT: (CONTD)

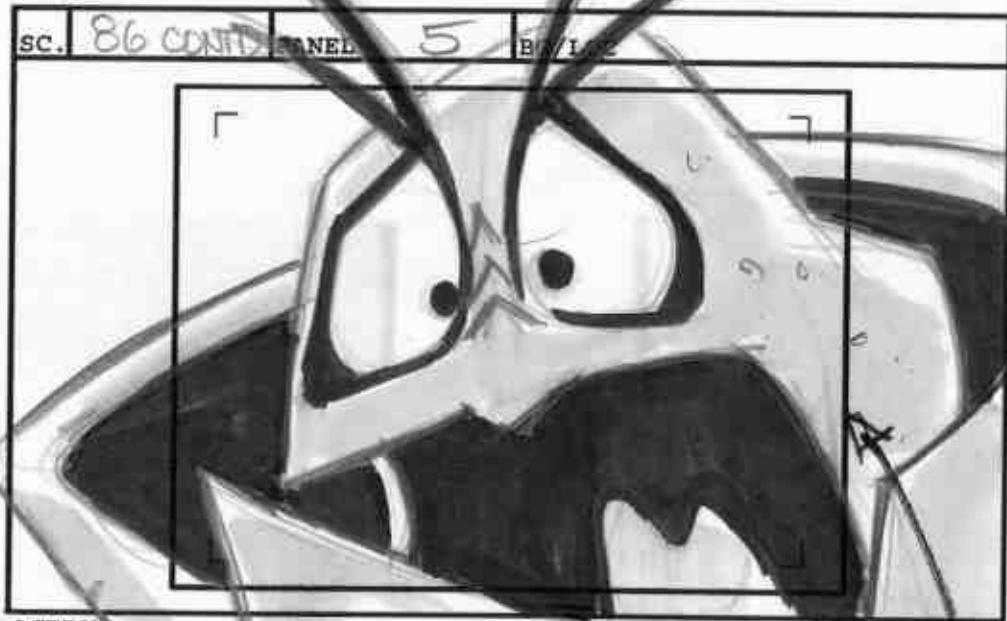
HELLP!!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

PAULIE LEAPS UP INTO FRAME (IN)

DIAL

PAULIE:

LET'S GET OUT OF HERE GNAT...

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON GENERAL ANT & CAPTAIN ANT. BEHIND THEM ARE SMOKING RUINS.

(SUBTITLED ON SCREEN)

DIAL CAPTAIN ANT:

SIR WE CAN'T STOP IT! WHAT CAN WE DO?

FX:

SFX:

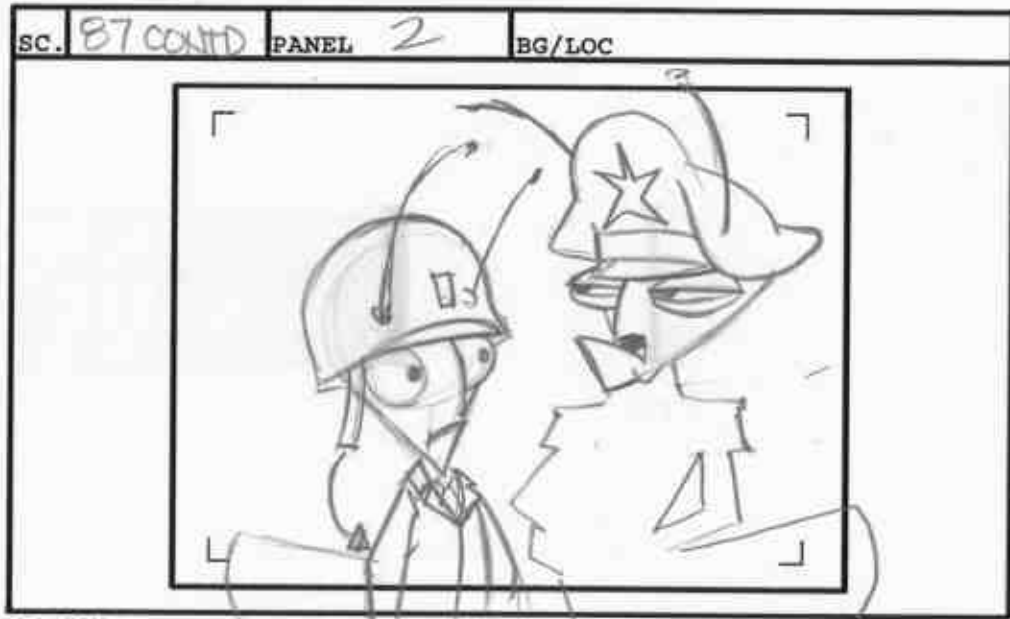
DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL

PROD #



ACTION



ACTION

(SUBTITLED ON SCREEN)
 DIAL GENERAL ANT:
 ONLY ONE THING LEFT TO DO, CAPTAIN!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

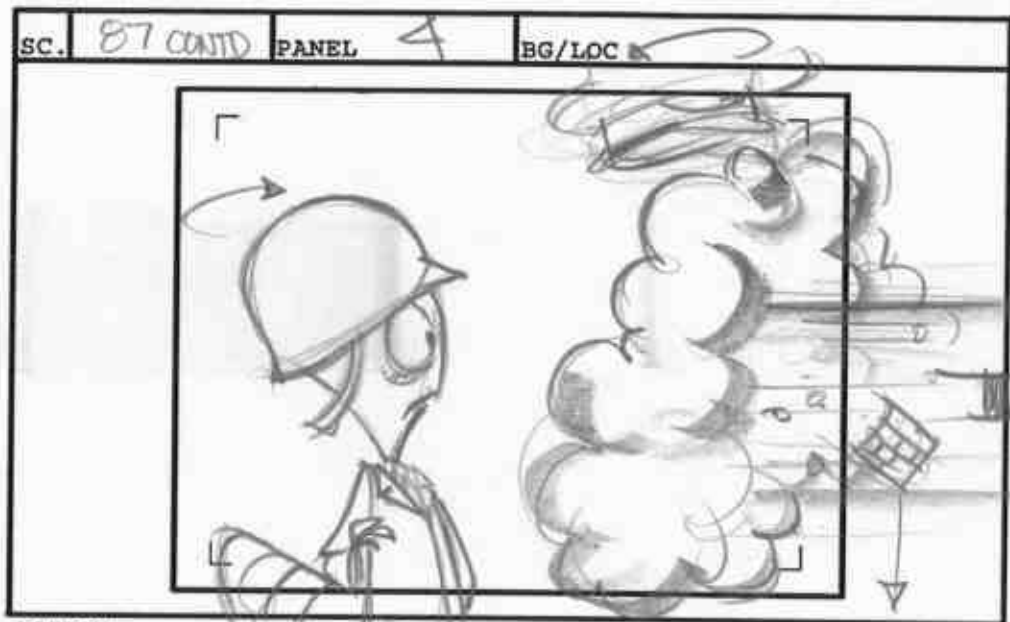
DIAL GENERAL ANT:
 RUN!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

THE GENERAL ZIPS OUT OF SCENE
THE CAPTAIN LOOKS AFTER HIM ...

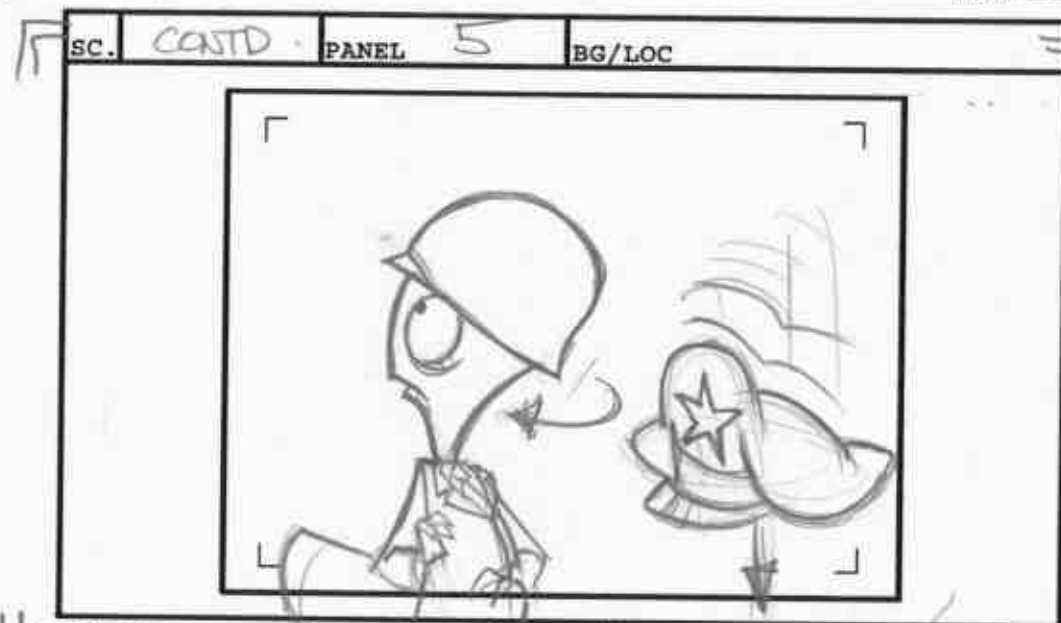
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

(CAM SHAKE)
CAPTAIN ANT LOOKS UP AT OS ANTZILLA.

DIAL

ANTZILLA (OS)

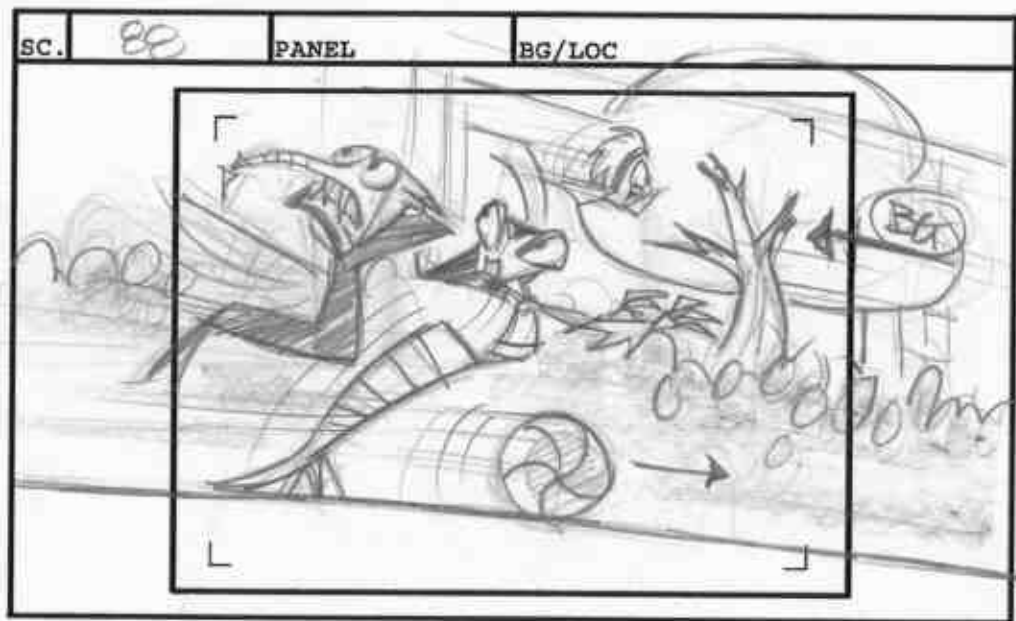
RROAAARR!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANGLE ON CREEPIE'S FAMILY RUNNING WITH A CROWD OF ESCAPING BUGS

FAN BG

DIAL

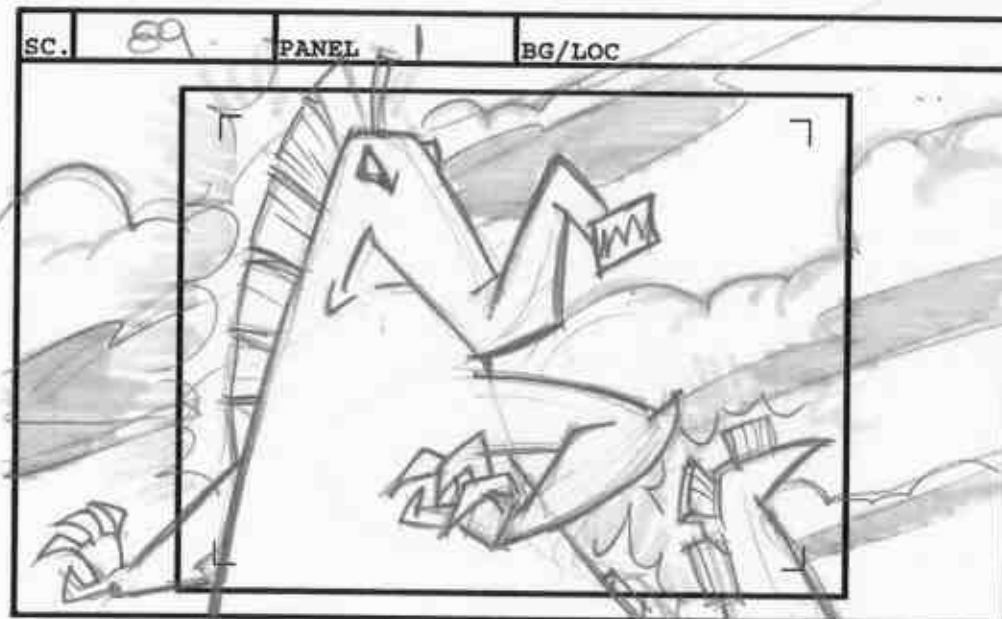
BUGS:

(WALLA!)

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON ANT ZILLA

DIAL

(67) BUDGE: (VO)

HUNGRY, AND CRAVING FRESH BUG..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANTZILLA TURNS AND FLICKS HIS RADIOACTIVE TONGUE OUT

DIAL

67 BUDGE: (VO) CONTD.

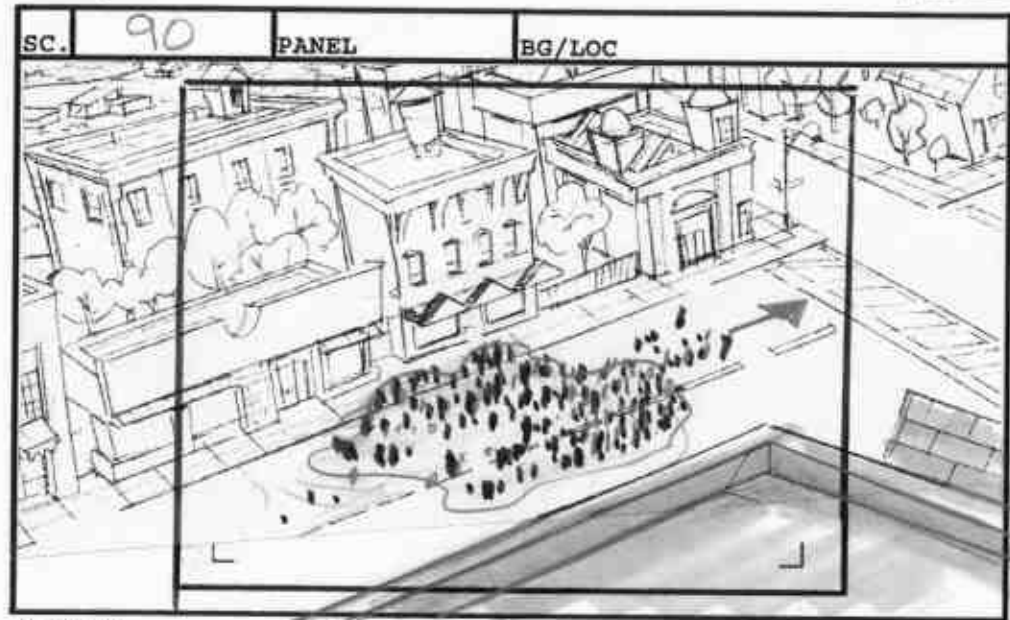
ANTZILLA RUNS THROUGH THE STREETS ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON FLEEING CROWDS OF INSECTS.

DIAL

67 BUDGE: (VO) (CONTD)

OF MIDDLEINGTON,

FX:

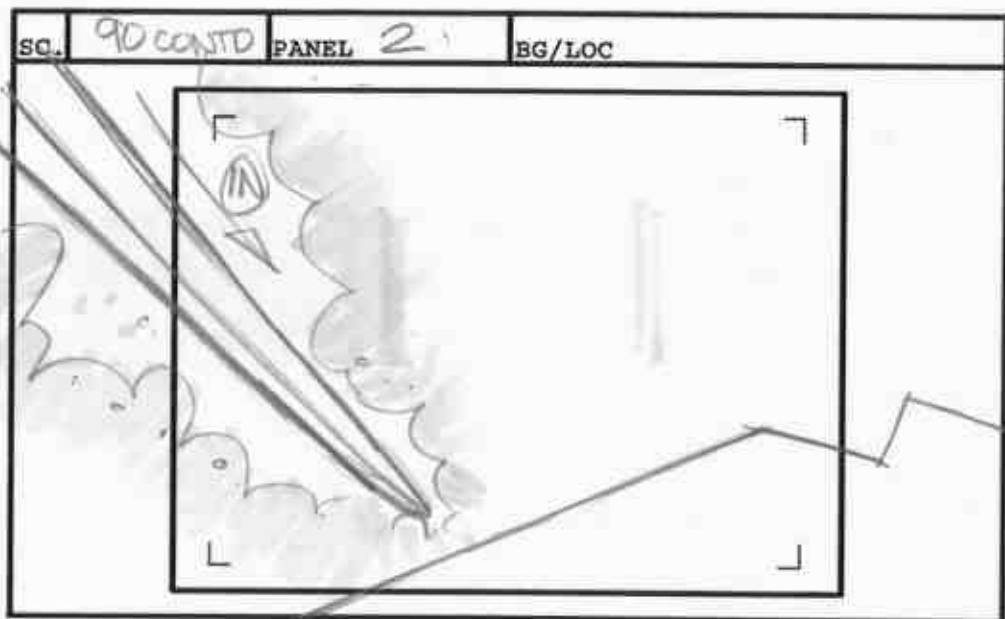
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANTZILLA'S TONGUE IN

DIAL

BUDGE: (VO) (CONTD)

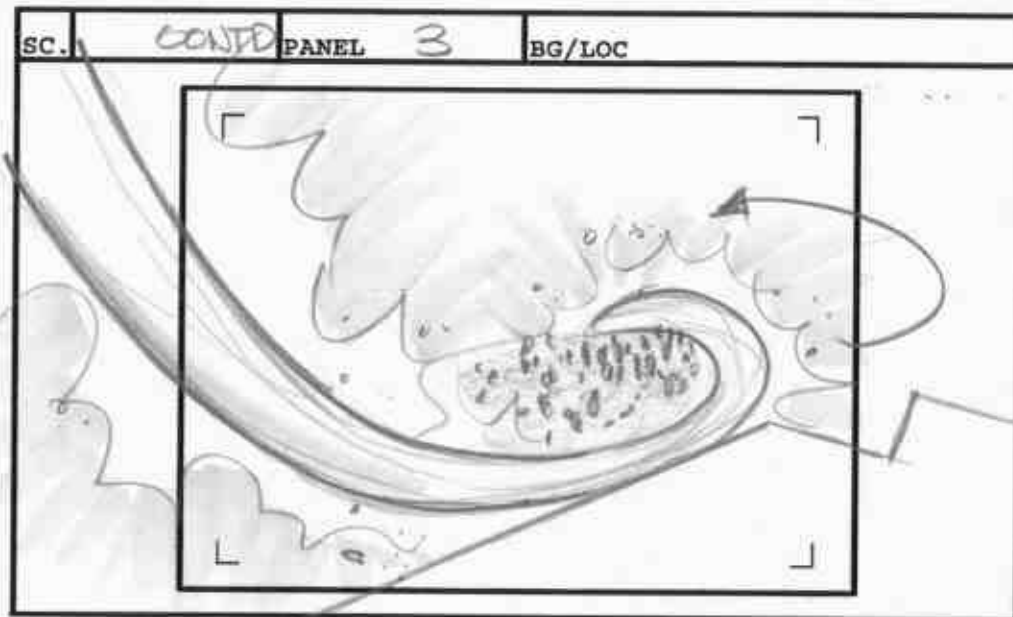
.. DESTROYING

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

IT EXTENDS AROUND THE CROWD OF INSECTS

DIAL

BUDGE: (VO) (CONTD)

.. EVERYTHING

FX:

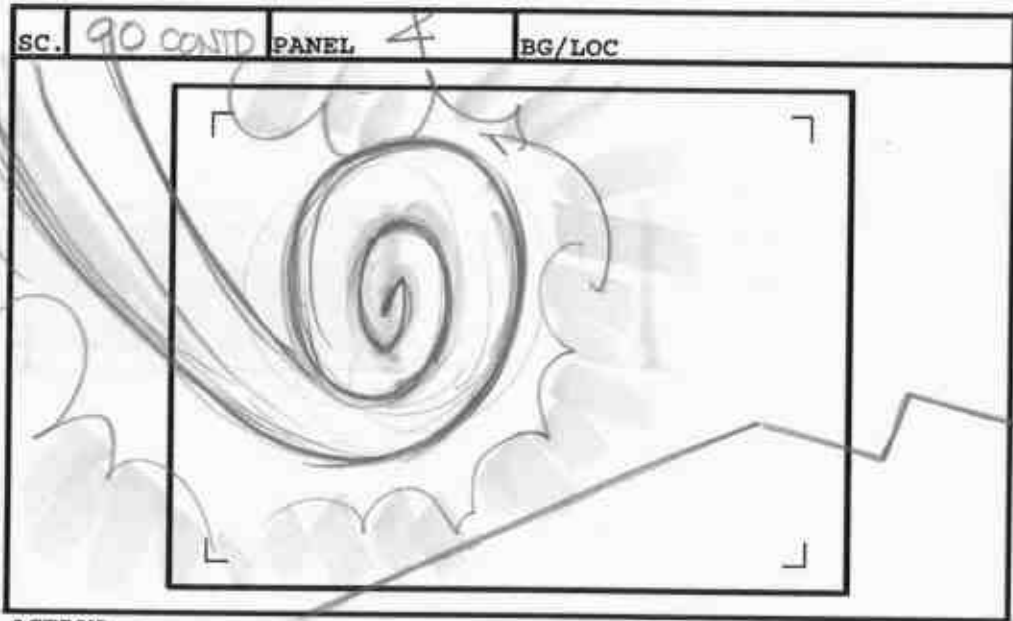
SFX:

DIRECTOR'S NOTES

FINAL	
	PROD #

SLUG NOTES

growing
up
creepie



ACTION

... SNATCHING ALL OF THEM UP

DIAL BUDGE: (VO) (CONTD)

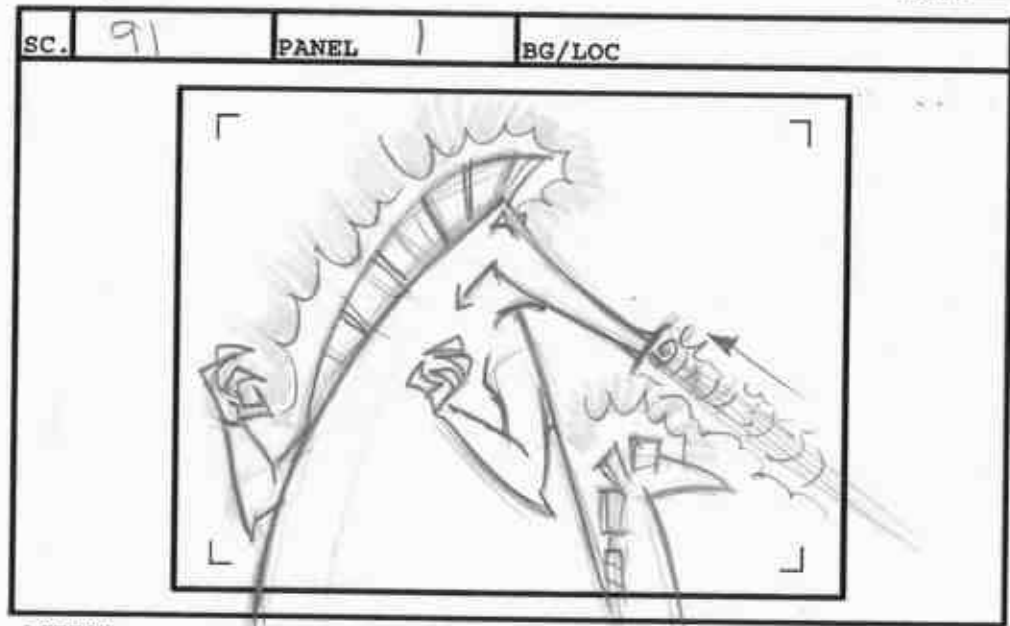
... IN HIS PATH ...

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

WIDE ON ANTZILLA HIS TONGUE
SNAPS BACK INTO HIS SNOUT.

DIAL BUDGE: (VO) (CONTD)

... AND NOTHING WILL STOP HIM ...

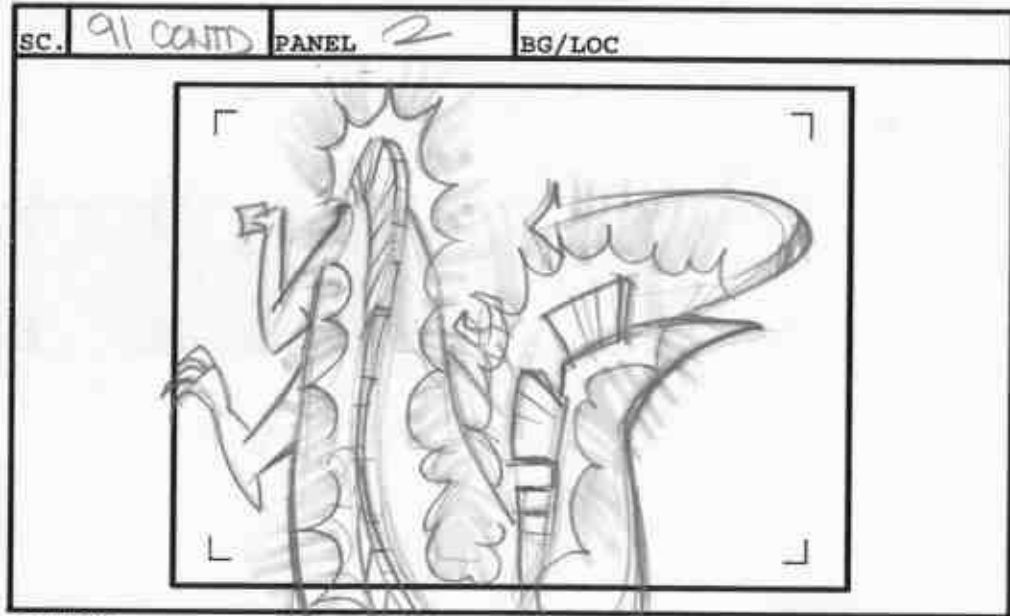
FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION

ANTZILLA TURNS AND HEADS AWAY

DIAL (67) BUDGE (40) (CONTD)

.. UNTIL HIS ..

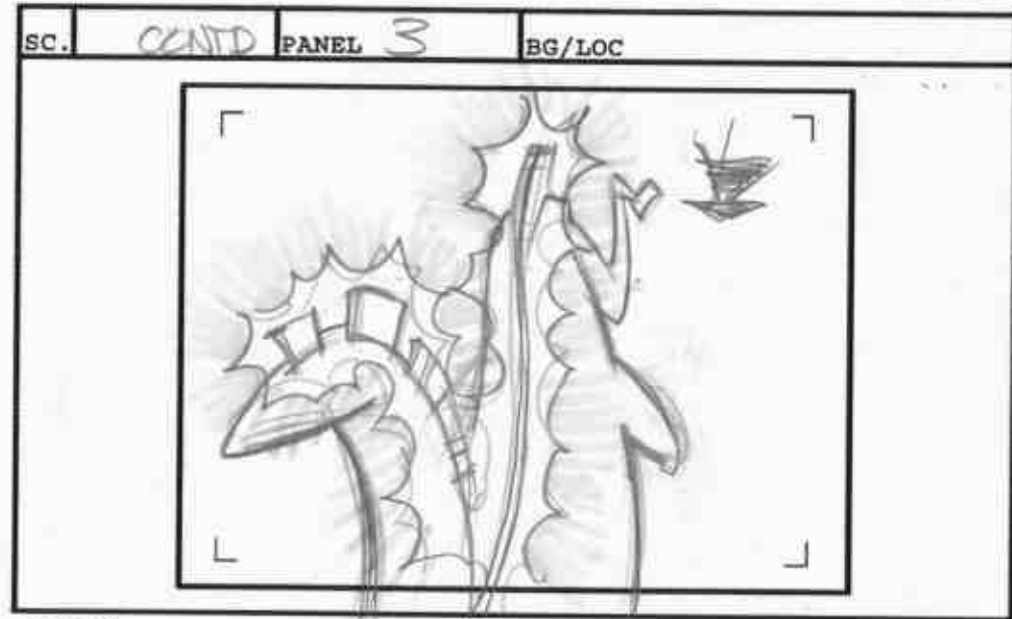
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

ANTZILLA BEGINS TO MORPH INTO

DIAL BUDGE : (40) (CONTD)

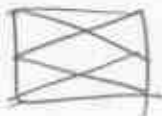
.. BUG HUNGER ..

FX:

SFX:

DIRECTOR'S NOTES

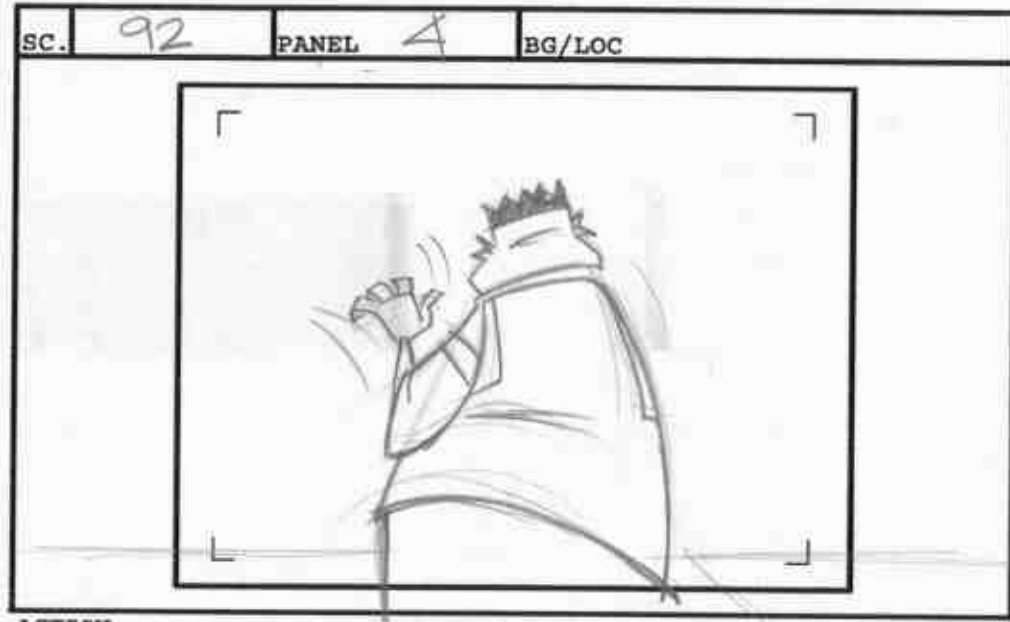
SLUG NOTES



FINAL PROD #

growing
UP
CREEPIE

X-DISS



ACTION

BUDGE

(* BG IS A COLOR CARD)

DIAL (67) BUDGE: (CONTD)

.. IS SATISFIED ..

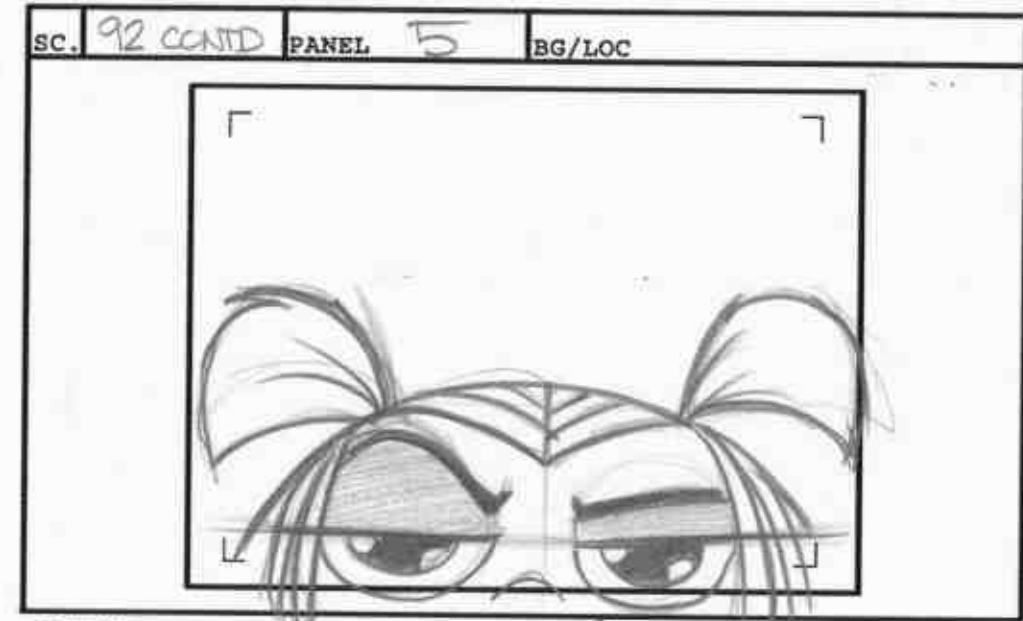
FX: (68) CREEPIE: (OS)

UH .. BUDGE

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CREEPIE SLIDES IN

DIAL (68) CREEPIE: (CONTD)

HOW BIG...

FX:

SFX:

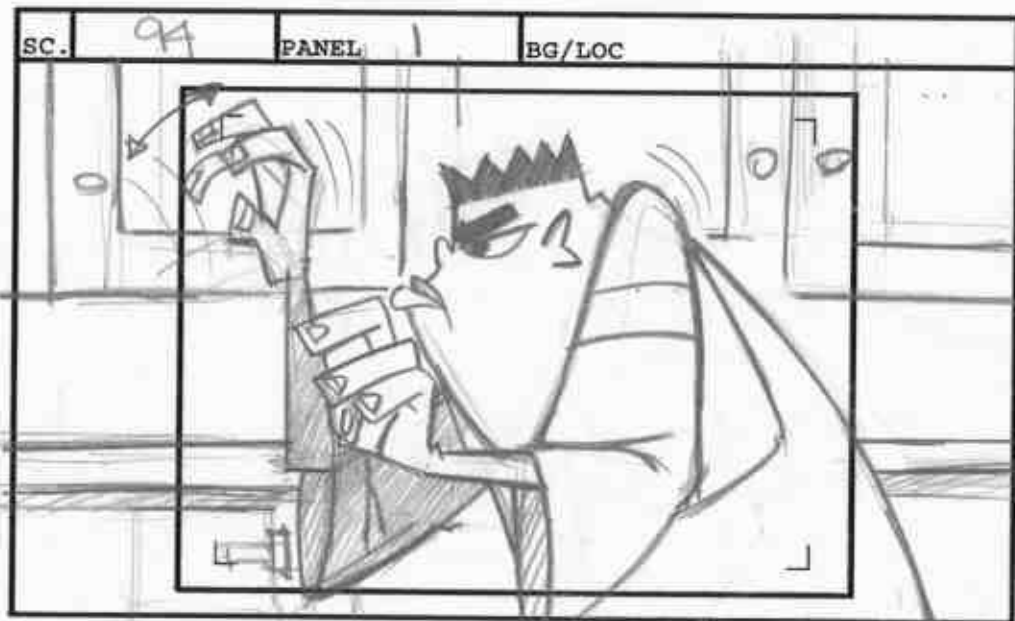
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

INT. KITCHEN

ANGLE ON BUDGE, STILL PRETENDING

DIAL (68) CREEPIE: (CONTD.)

.. ARE ANTEATERS?

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

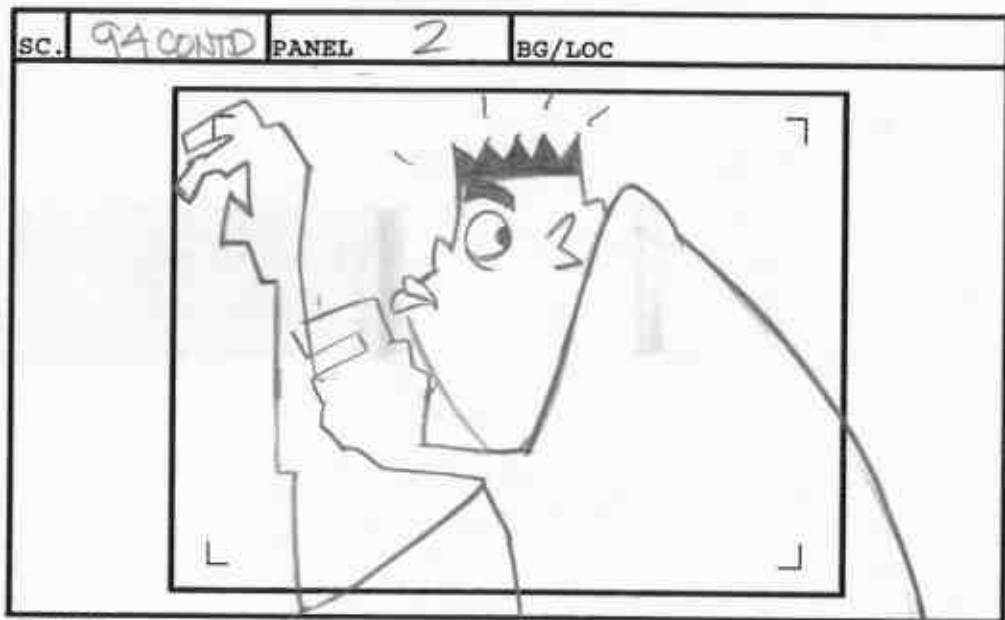
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



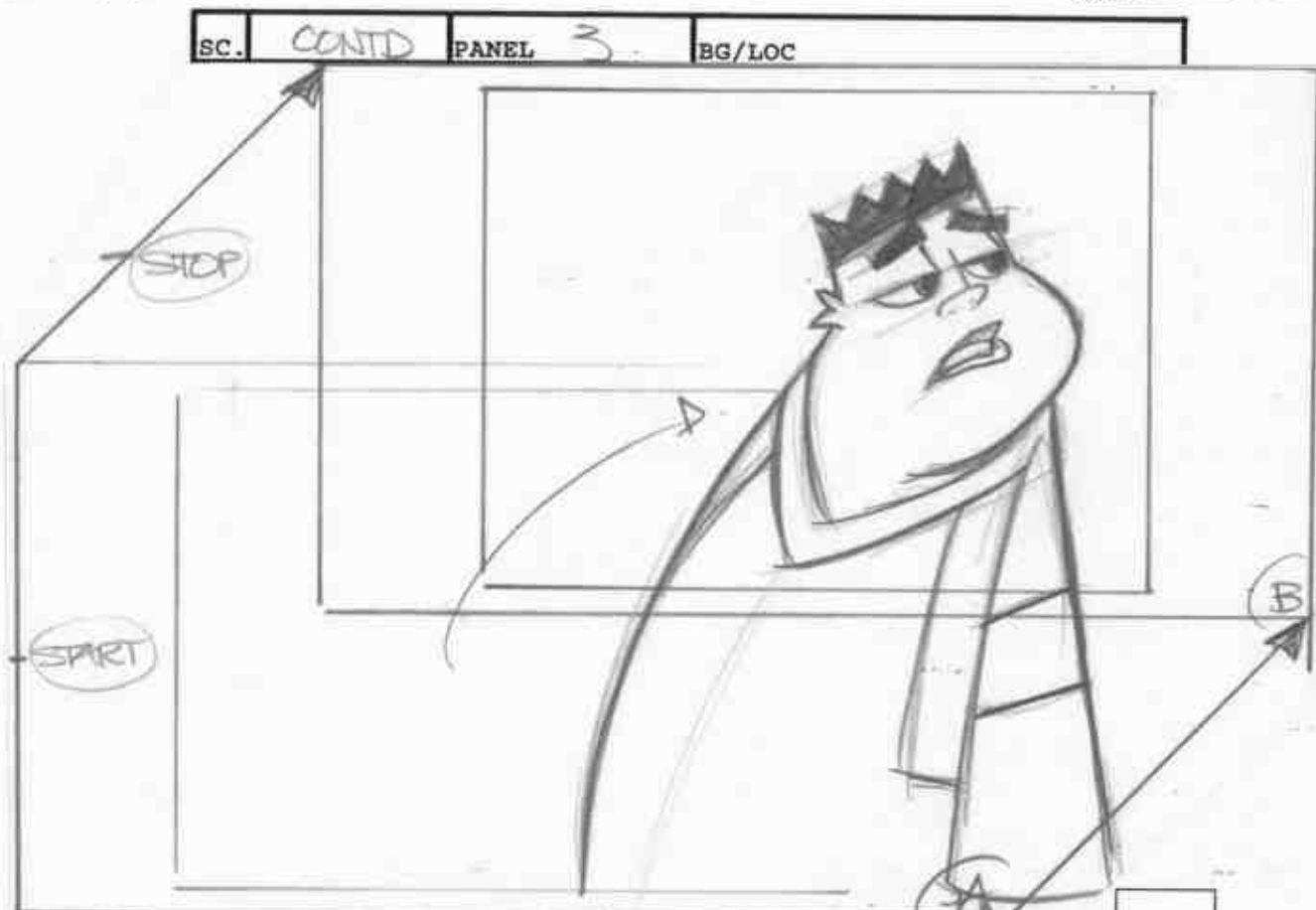
ACTION
BUDGE LOOKS BACK OVER HIS
SHOULDER

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

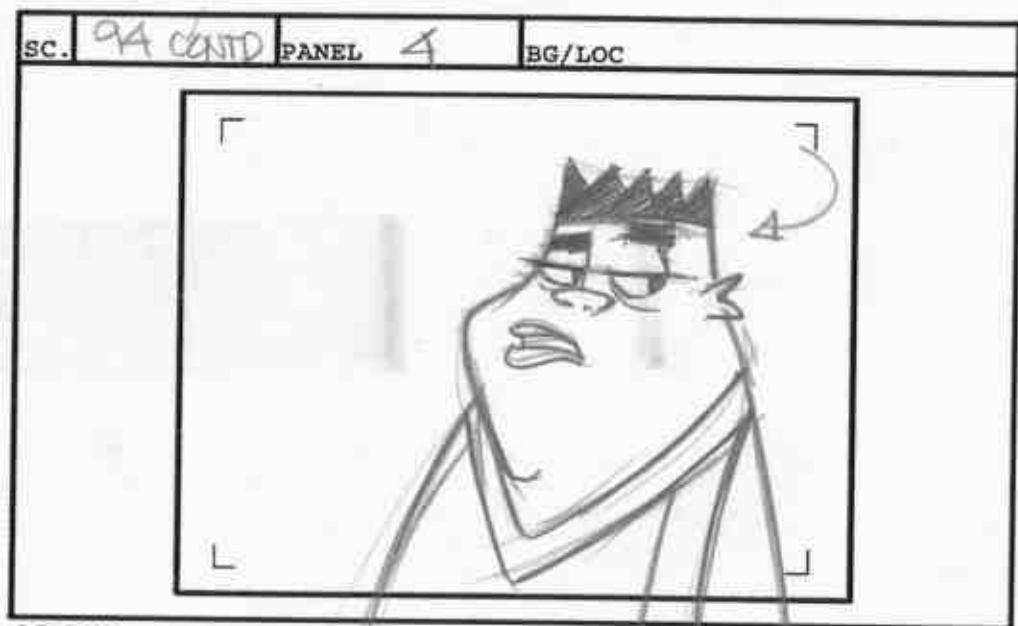


SHIFT W/ANIM (A) → (B) AS BUDGE
FX: STRAIGHTENS
SFX:

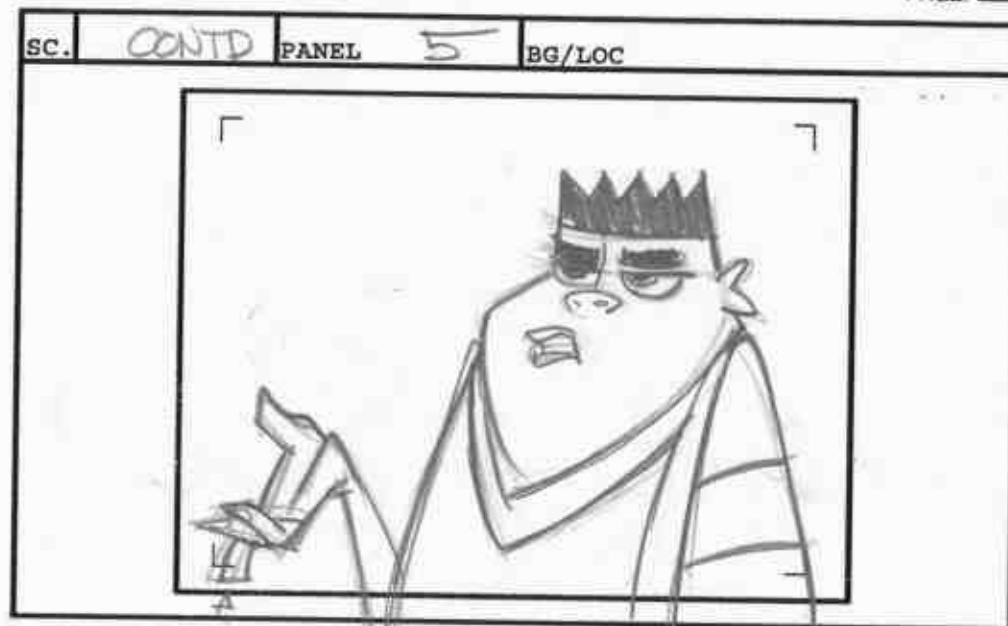
DIRECTOR'S NOTES

(A) BUDGE: A FULL GROWN ANTEATER CAN GROW. FINAL PROD #

SLUG NOTES



ACTION



ACTION

DIAL (69) BUDGE: (CONTD)

"TO EIGHTEEN INCHES TALL NORMALLY,

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (69) BUDGE: (CONTD)

BUT ACCIDENTAL CONTACT WITH
ATOMIC FISSION BY ZOO ANIMALS

FX:

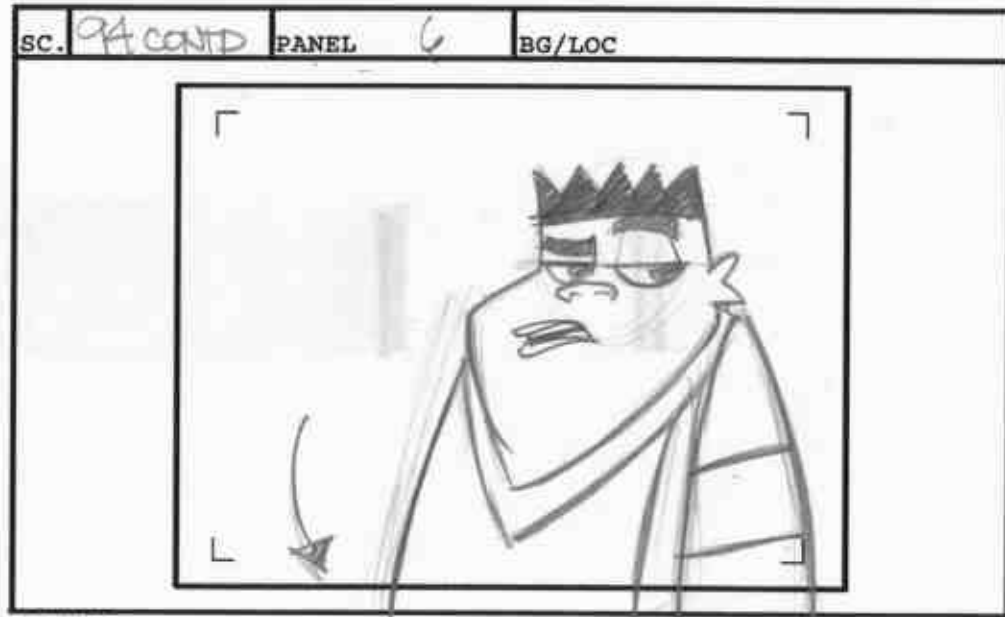
SFX:

DIRECTOR'S NOTES

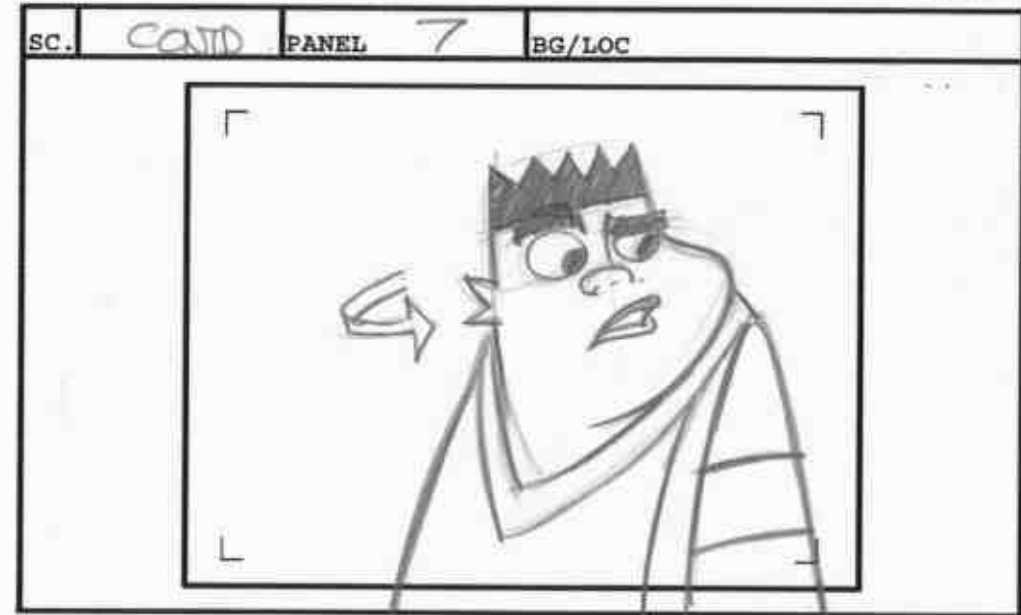
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

DIAL (69) BURGE: (CONTD)

.. TURNING THEM IN GIANT, FORTY-FOOT
FLESH EATING MONSTERS, ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (69) BURGE: (CONTD)

WENT ENTIRELY IMPLAUSIBLE.

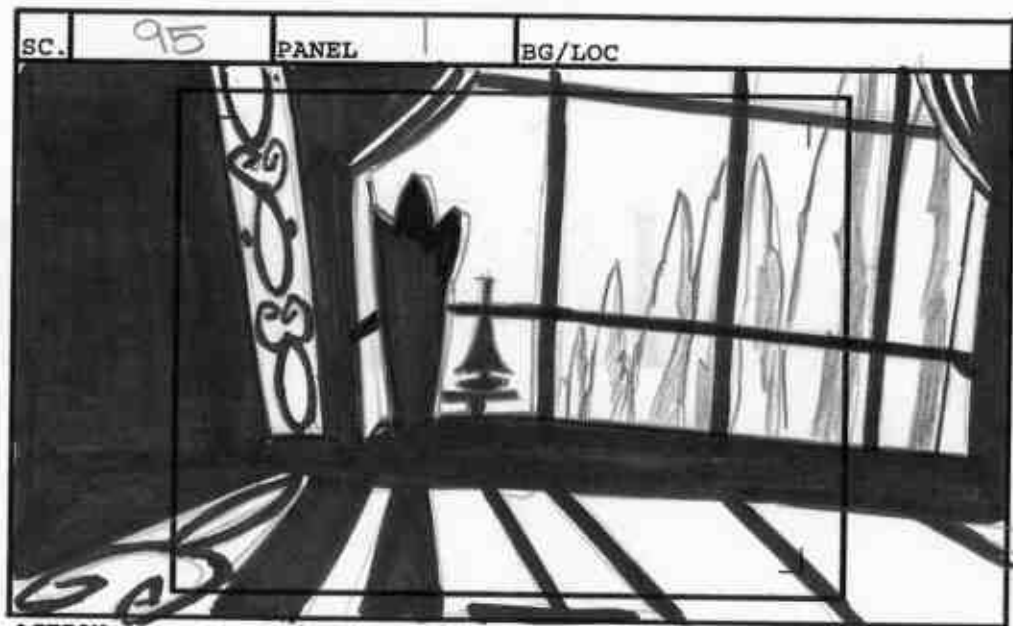
FX:
SFX:

DIRECTOR'S NOTES

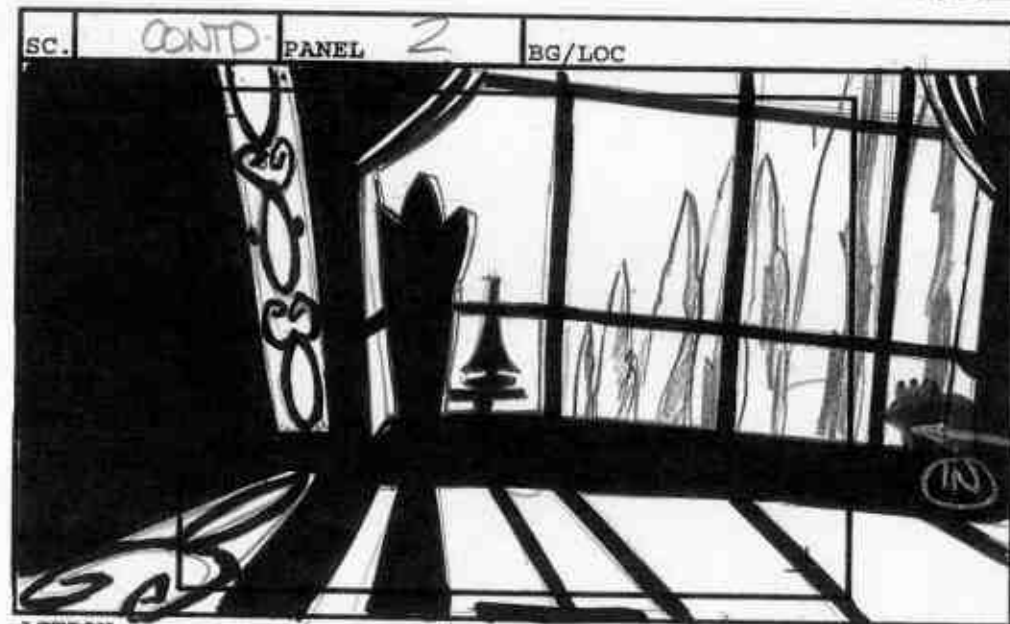
SLUG NOTES

FINAL	
PROD #	

growing
UP
CREEPY



ACTION
INT. LIVING ROOM - SUNSET



ACTION
BUDGE'S SILHOUETTE SLIDES IN

DIAL

DIAL

FX:
SFX:

FX:
SFX:

DIRECTOR'S NOTES

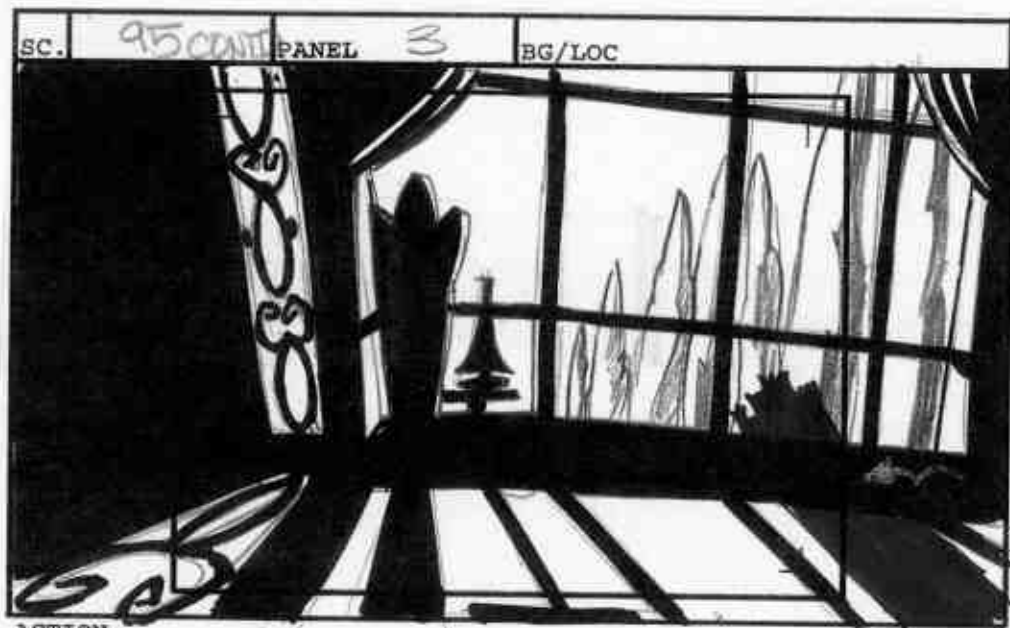
DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES

SLUG NOTES

growing
UP
CREEPIE



ACTION

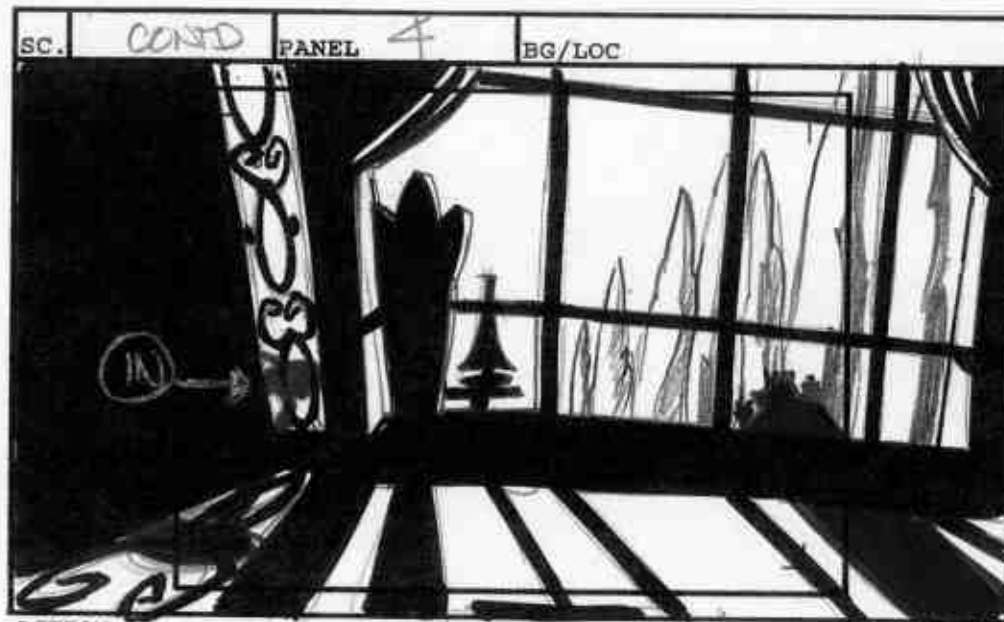
BUDGE STOPS

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE'S SILHOUETTE SKITTERS (IN)

DIAL

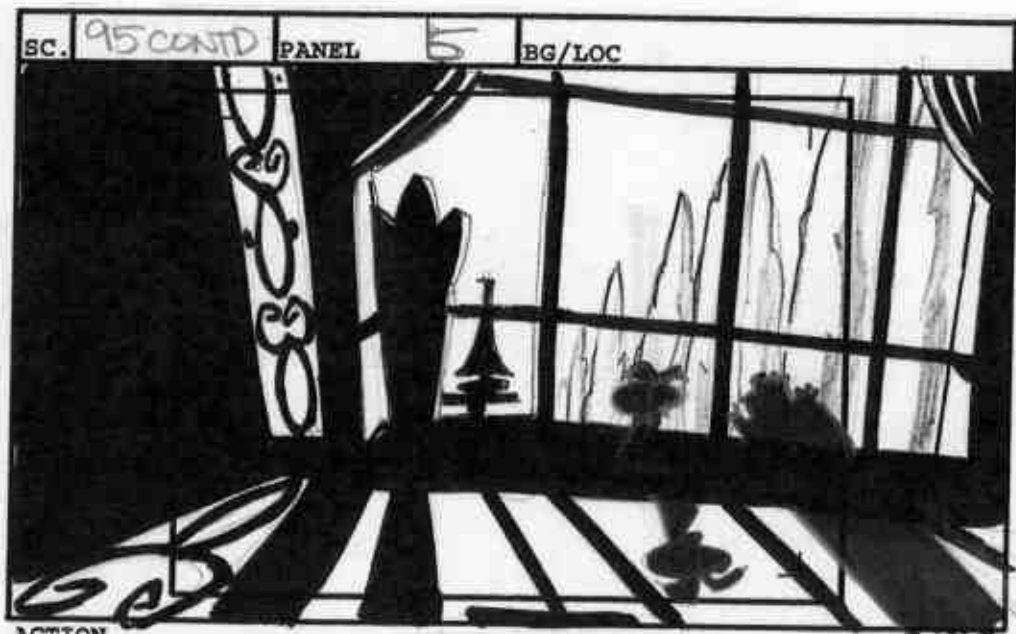
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE STOPS BESIDE BUDGE.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON BUDGE AND CREEPIE LOOKING OUT THE WINDOW.

(* CHARACTERS ARE IN NORMAL 2 TONE)

DIAL

TO CREEPIE:

THERE'S NOTHING OUT THERE,
BUDGE.

FX:
SFX:

DIRECTOR'S NOTES

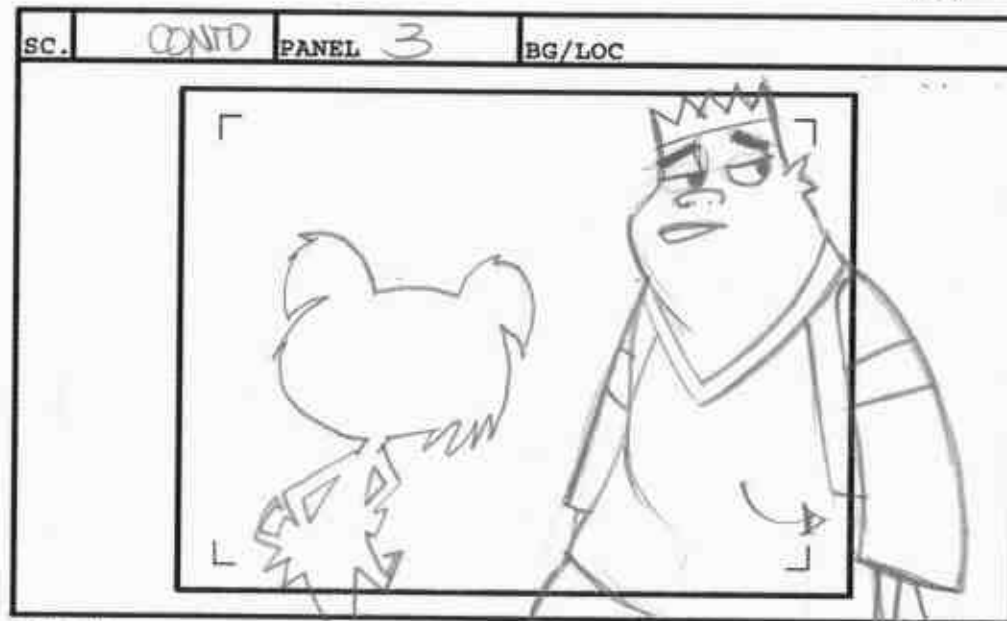
SLUG NOTES

FINAL
PROD #



ACTION

BUDGE TURNS TO CREEPIE



ACTION

BUDGE LOOKS FROM SIDE TO SIDE

DIAL (71) BUDGE:

I'M SURE YOUR FAMILY IS ALL RIGHT.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

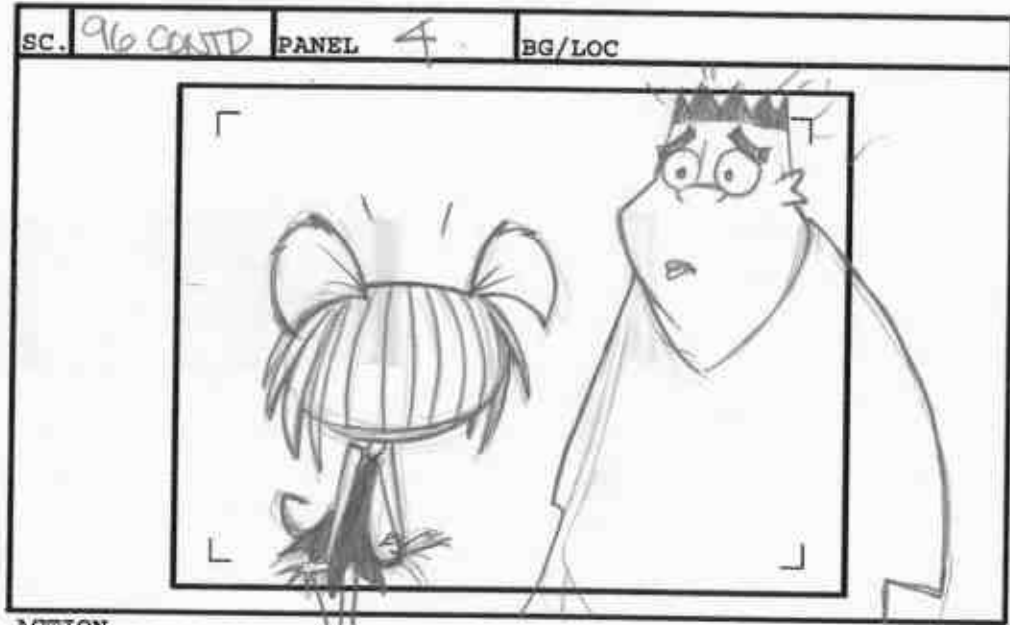
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

SUDDENLY THEY REACT TO AN OS STRANGE HACKING SOUND.

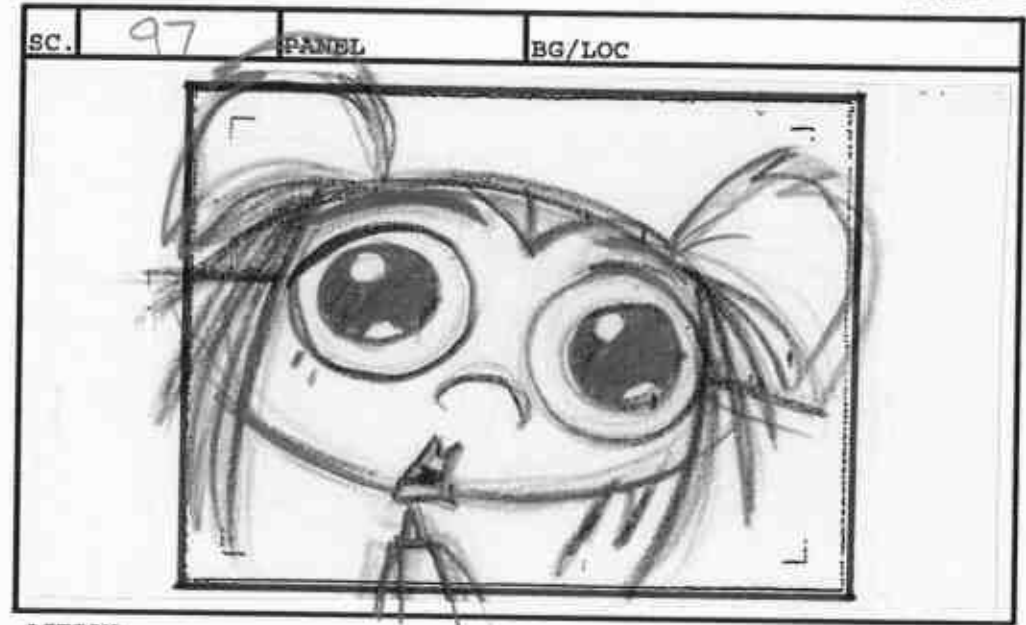
DIAL

SFX: <ECHOY STRANGE HACKING NOISE>

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON CREEPIE ...

DIAL

(72) CREEPIE:

WHAT WAS THAT?

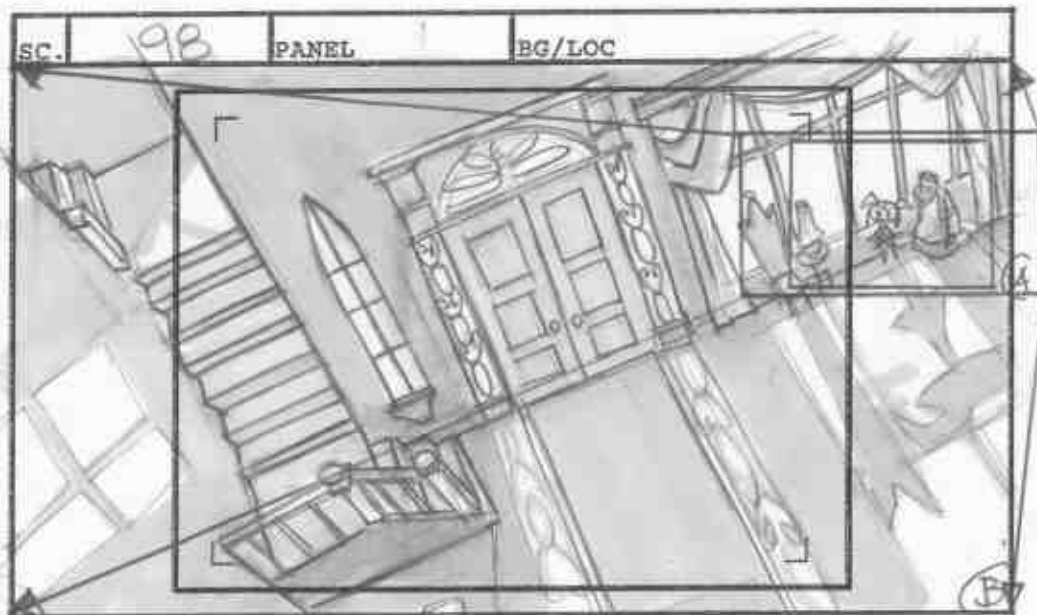
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
-------	--

PROD #



ACTION
WIDE ON BUDGE & CREEPIE
FAST TRUCK OUT (A) → (B)

DIAL (7A) CREEPIE:

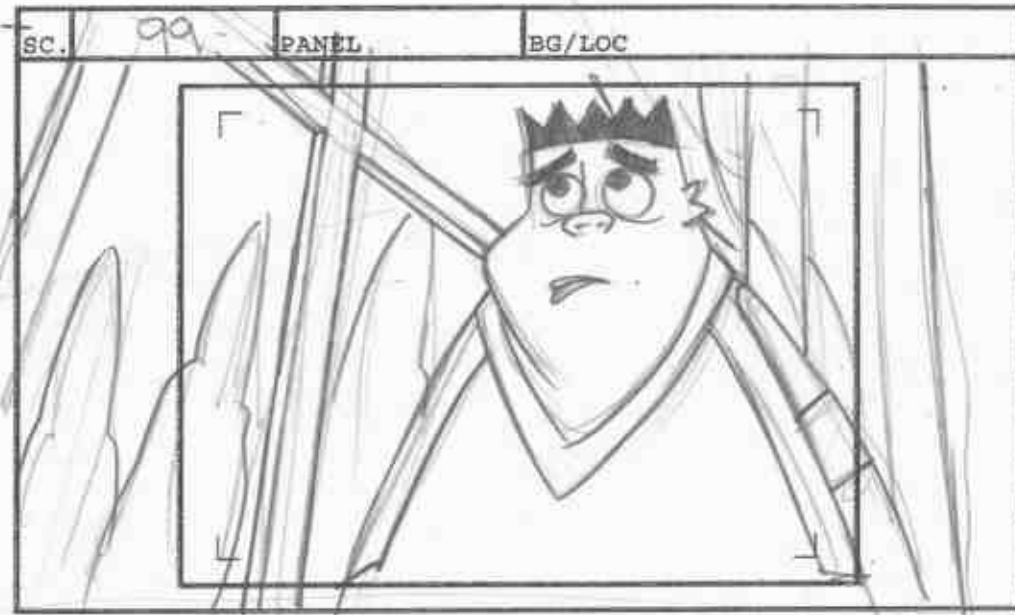
I THINK THE SOUND IS COMING FROM
UPSTAIRS! BUDGE, WE FORGOT TO

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION
ANGLE ON BUDGE LOOKING NERVOUS

DIAL (7A) CREEPIE: (OS) (CONTD)

BUDGE, WE FORGOT TO CHECK
THEATRIC!

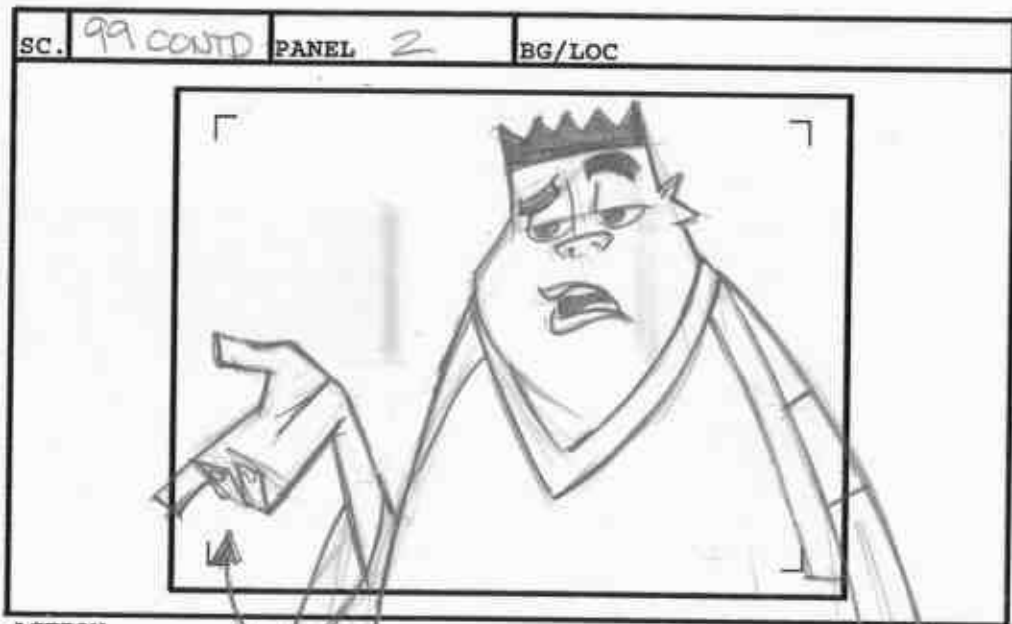
FX:
SFX:

DIRECTOR'S NOTES

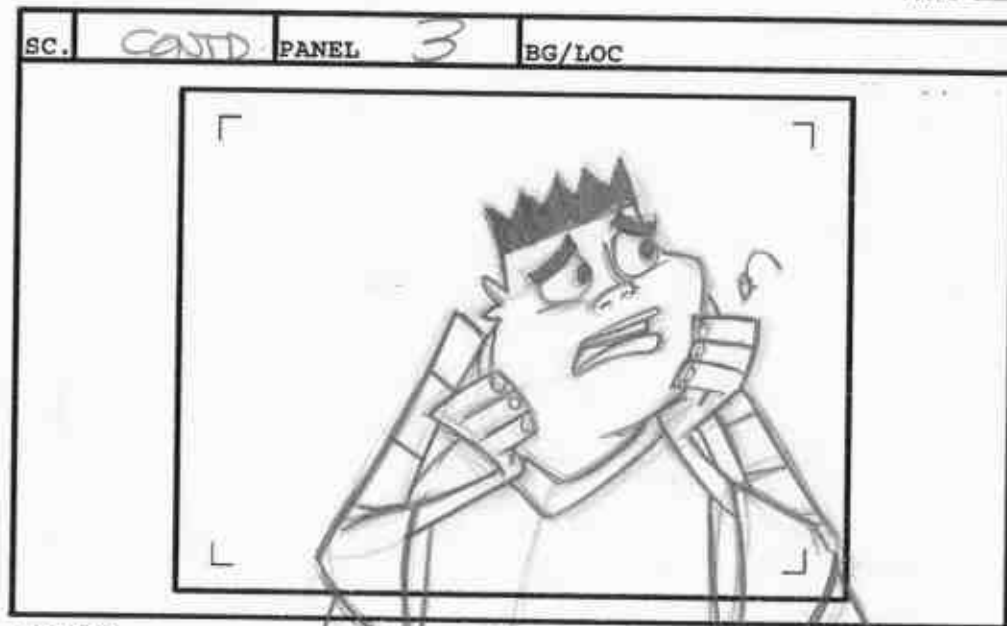
SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION



ACTION

DIAL (75) BUDGE:

UH, YAH IT'S HOW DO YOU SAY...

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES

DIAL (75) BUDGE: (CONTD)

... SCARY!

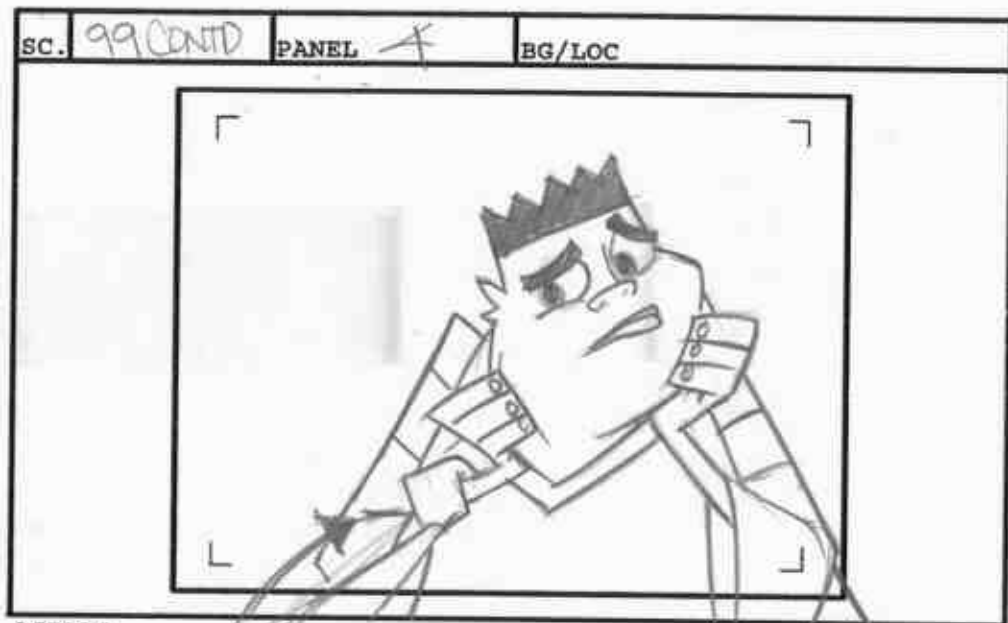
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE REACHS IN AND TAKES HOLD OF BUDGE'S ARM.

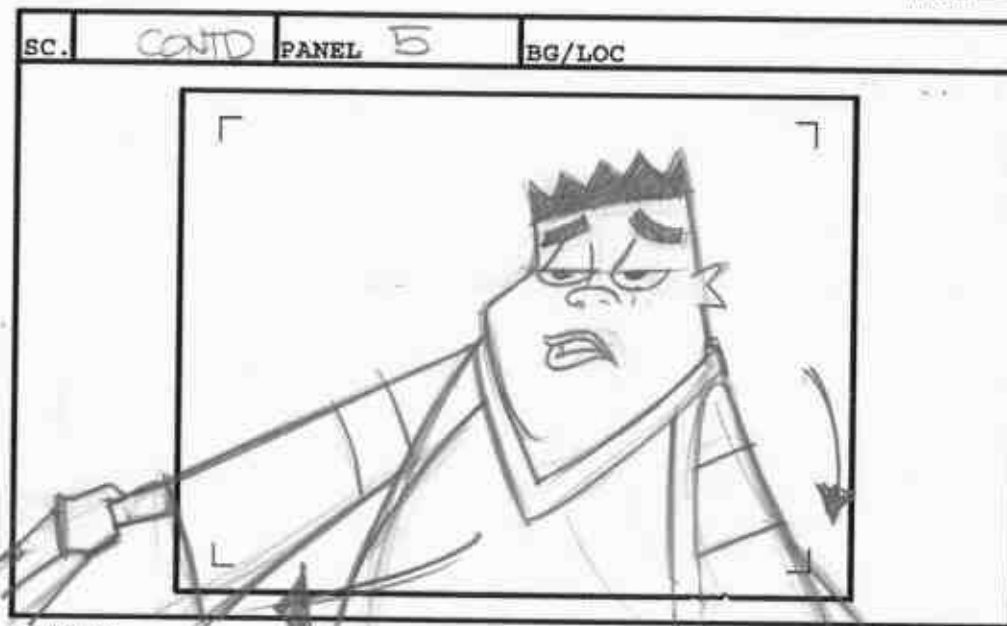
DIAL 76 CREEPIE: OS
COME ON!

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES



ACTION

CREEPIE PULLS BUDGE'S ARM OUT HE LOOKS RESIGNED

DIAL 78 BUDGE:
OH, BOY!

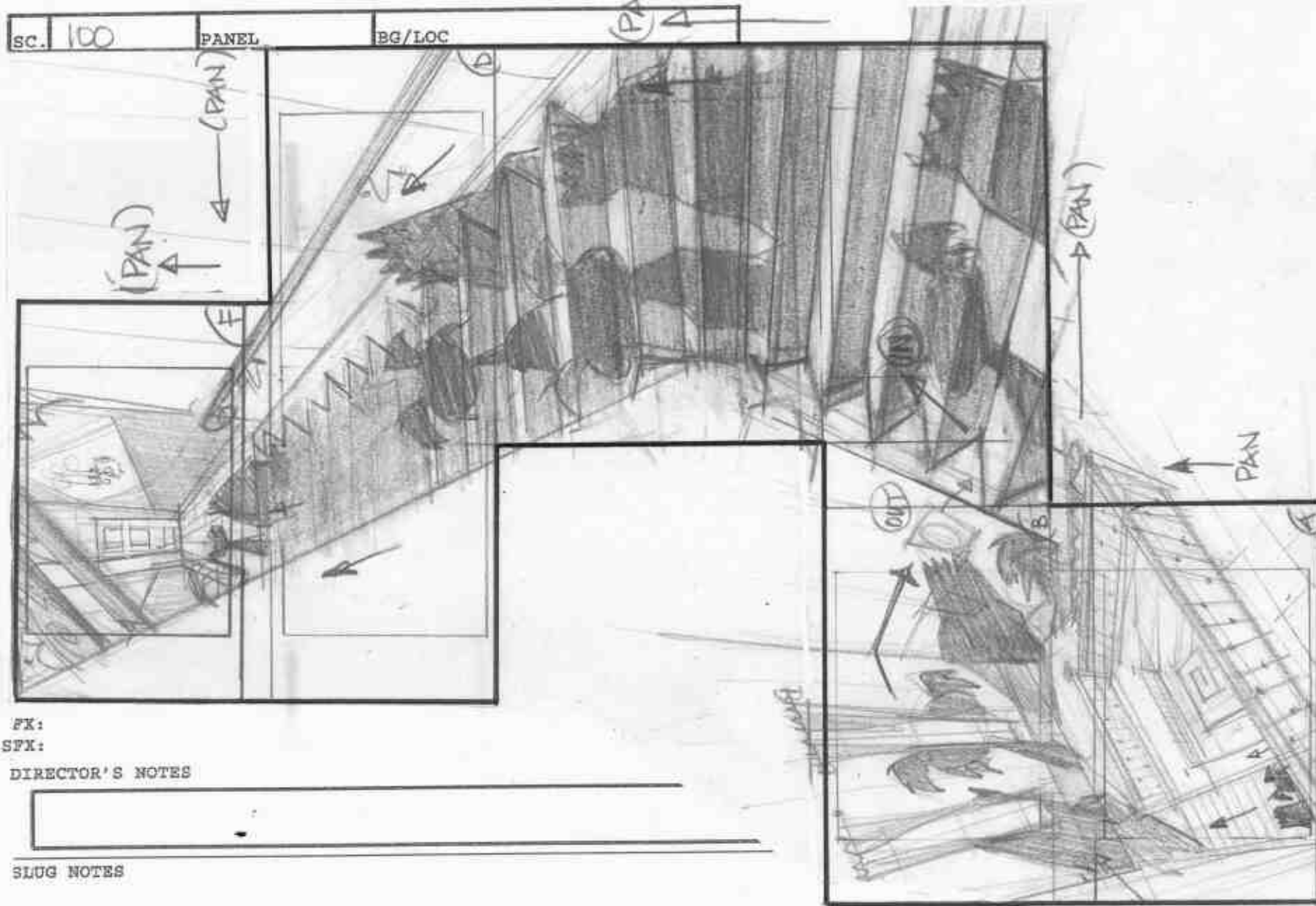
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ANGLE ON STAIRWELL
FOLLOW CREEPIE & BUDGE'S
SHADOW SLIDE UP THE
STAIRS

- PAN (A) → (B)
- CONT. PAN (B) → (C)
- CONT. PAN (C) → (D)
- CONT. PAN (D) → (E)
- CONT. PAN (E) → (F)

* ALL TURNS IN
DIRECTION ARE 90°

FINAL
PROD #

SC. 100 PANEL BG/LOC

FX:
SFX:

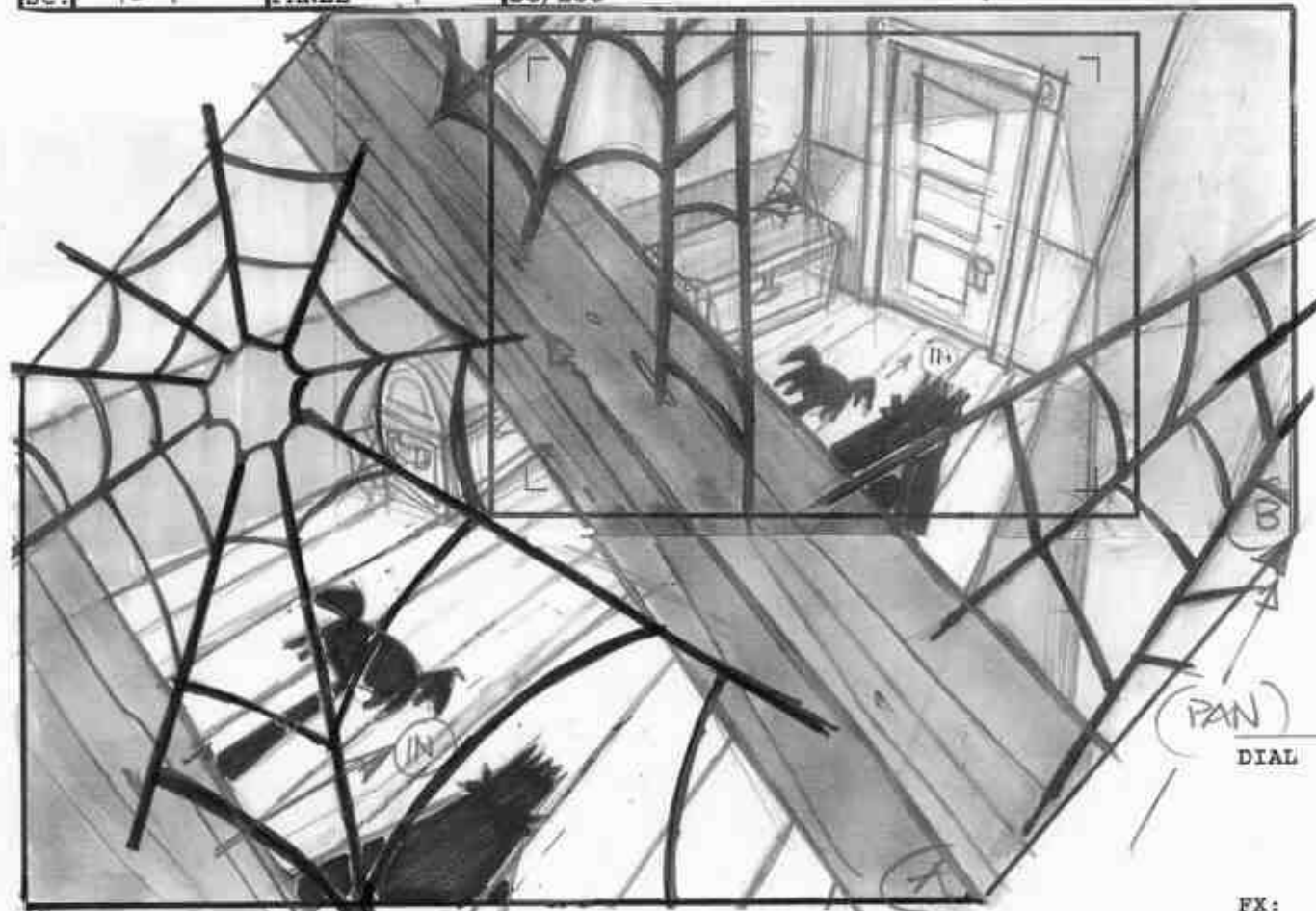
DIRECTOR'S NOTES

SLUG NOTES

growing
UP
CREEPIE

HTU

SC.	101	PANEL	1	BG/LOC
-----	-----	-------	---	--------



ANGLE ON HALLWAY TO ATTIC.
CREEPIE & BUDGE'S SHADOW SLIDES
IN. PAN W/ANIM. (A) → (B)

(PAN)
DIAL

SFX:

DIRECTOR'S NOTES

FX:
SFX:

DIRECTOR'S NOTES

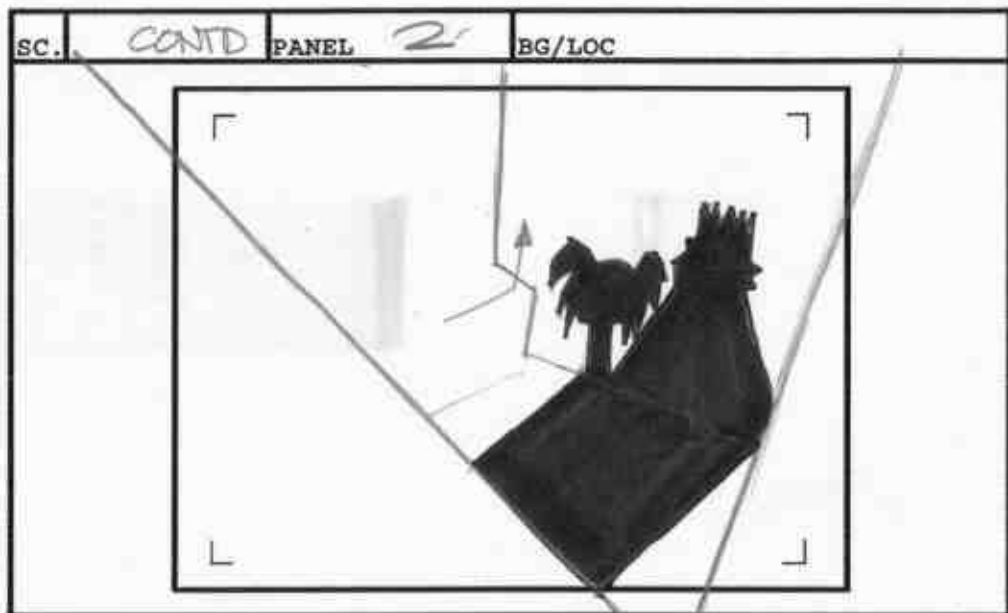
[Empty box for slug notes]

SLUG NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

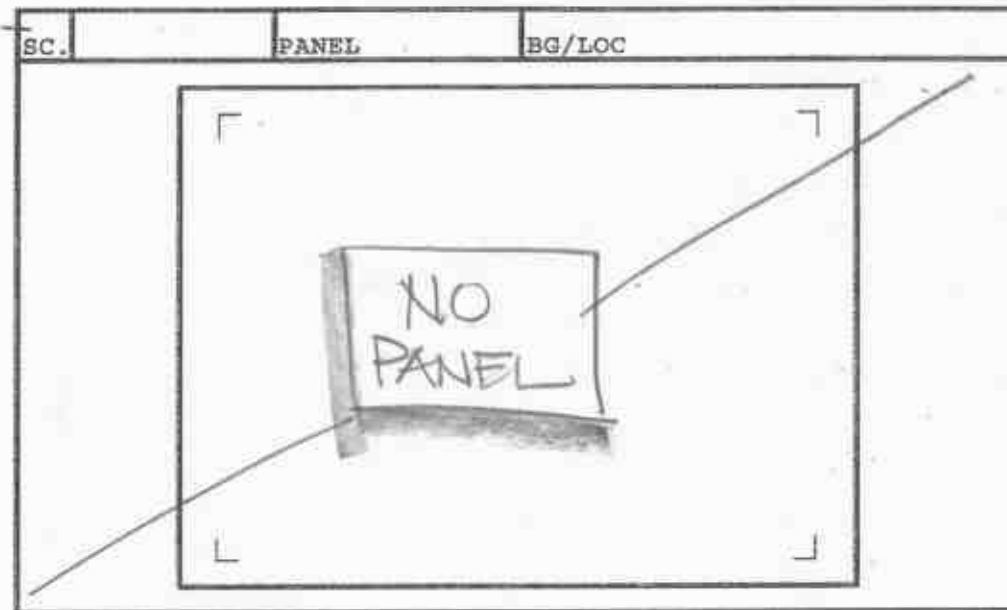
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

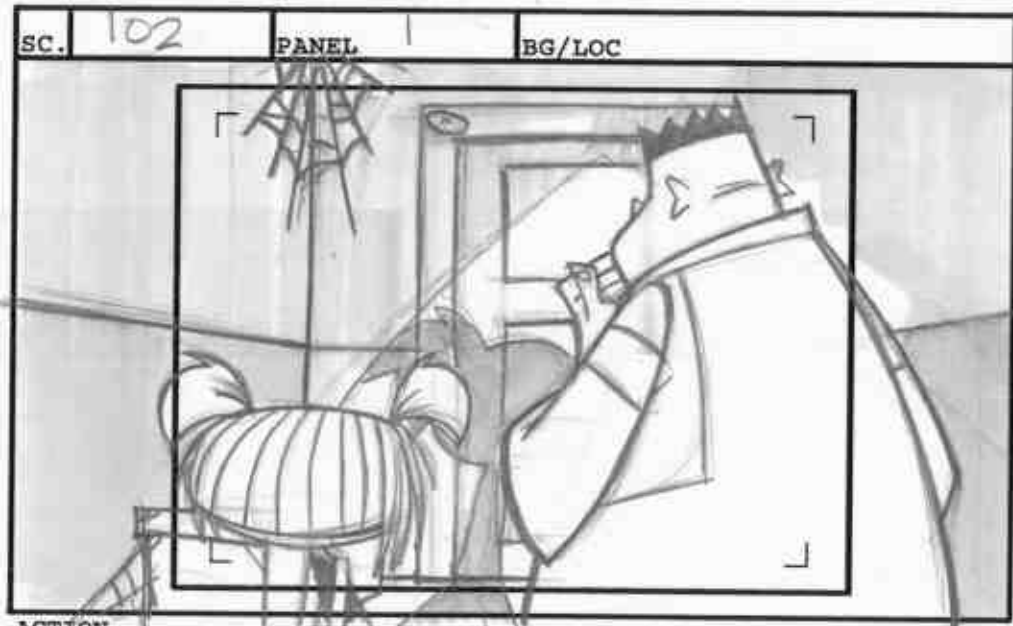
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANGLE ON BUDGE & CREEPIE STOPPED
IN FRONT OF THE ATTIC DOOR

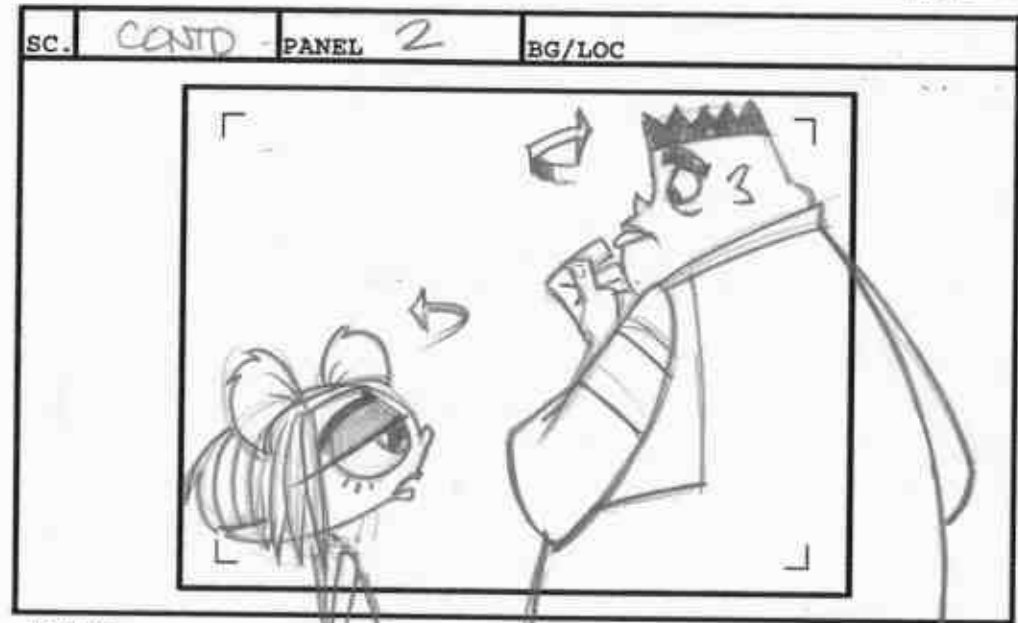
DIAL (79) BUDGE:

CREEPIE, WAIT!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THEY TURN TO EACH OTHER.

DIAL (80) CREEPIE:

WHAT?!

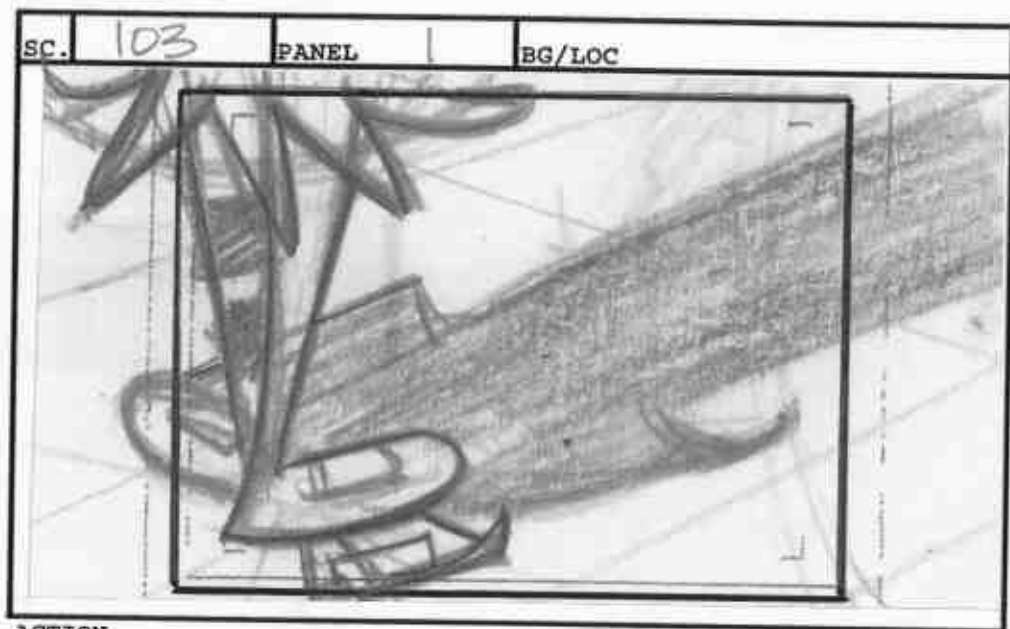
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #

growing
UP
CREEPIE



ACTION

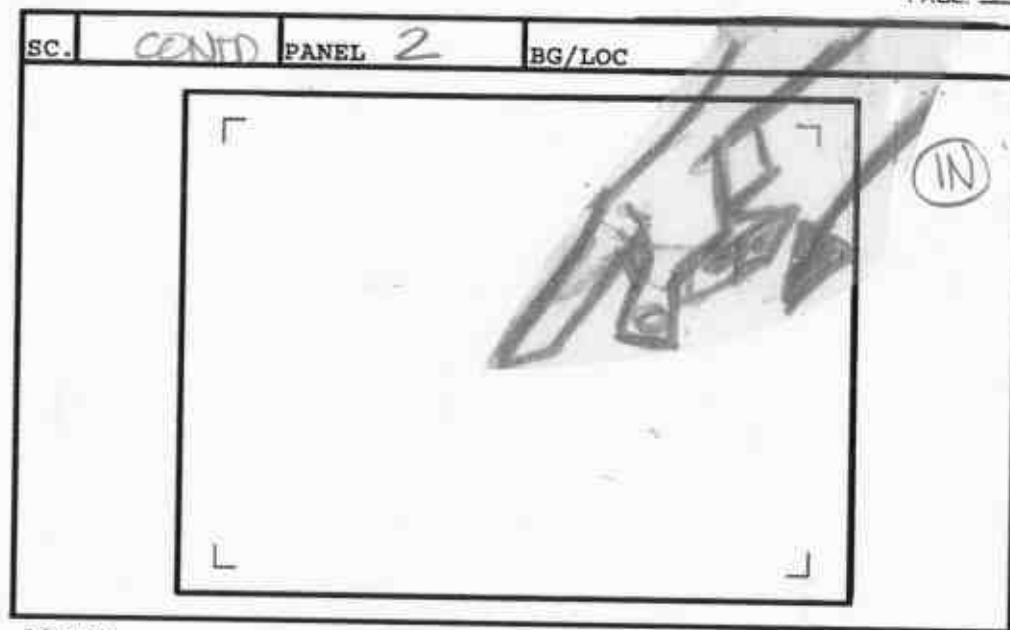
CLOSE ON CREEPIE'S FEET.
A COUPON PEEKS OUT FROM UNDER
HER FOOT.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE'S HAND IN. HE POINTS AT THE
COUPON UNDER CREEPIE'S FOOT.

DIAL

(81) BUDGE: (OS)

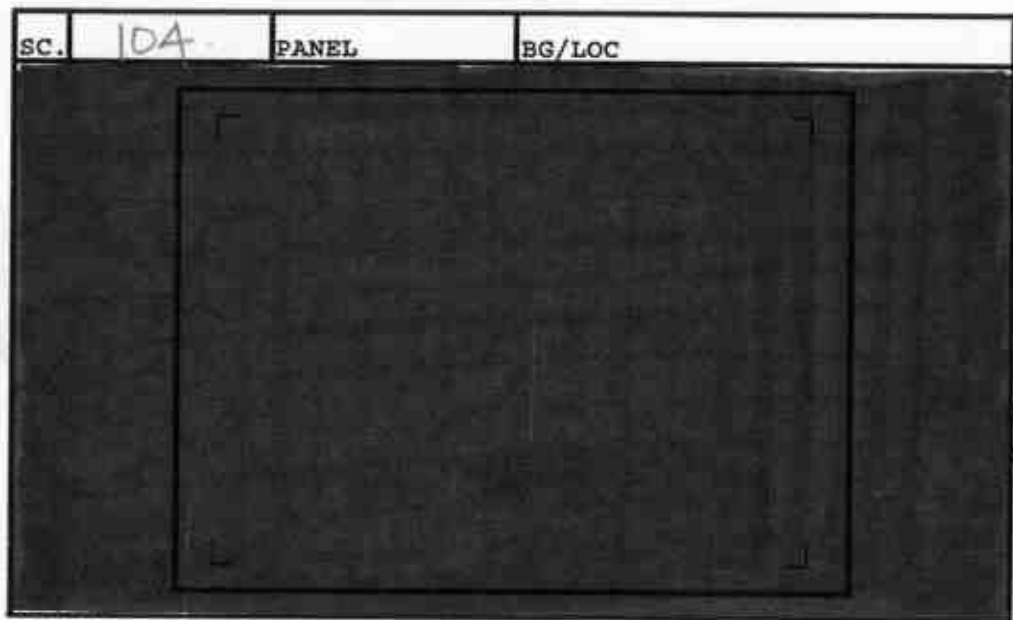
STUCK TO YOUR SHOE!
ANOTHER CLUE.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

(2 FRAMES)

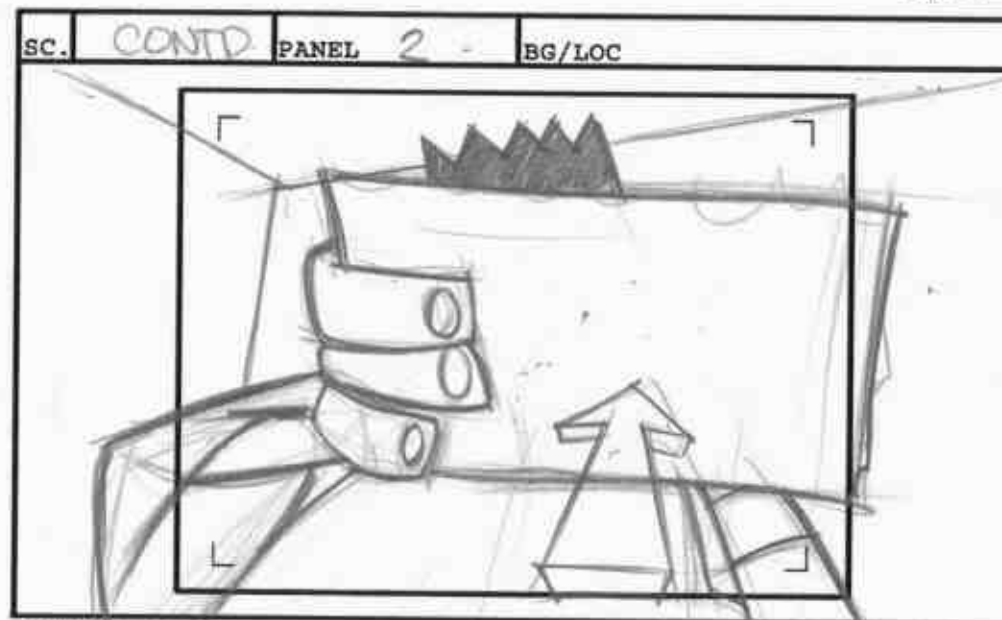
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

BUDGE LIFTS THE COUPON UP CLOSE.

DIAL

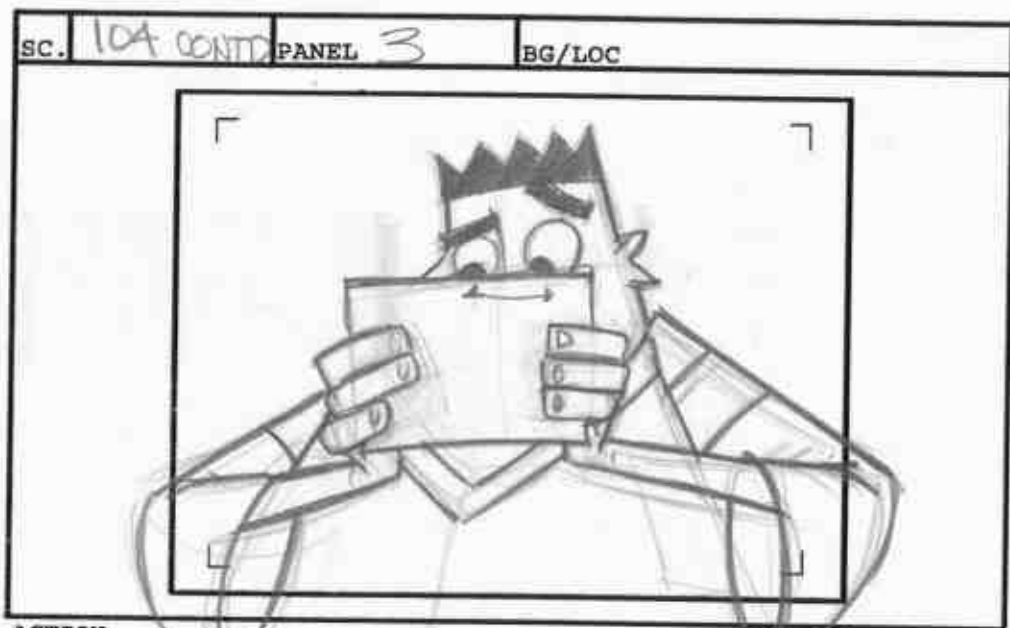
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BUDGE READS

DIAL (88) BUDGE

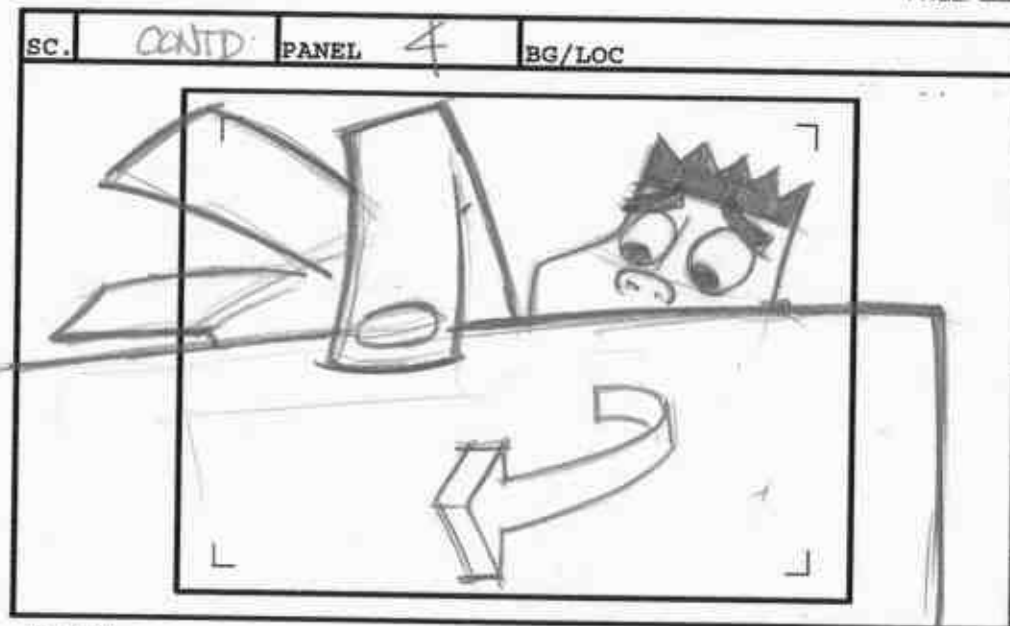
OF COURSE! I DON'T KNOW WHY...

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

HE TURNS THE COUPON AROUND FOR CREEPIE TO SEE

DIAL (88) BUDGE (CONTD)

...I DIDN'T SEE IT BEFORE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL PROD #

growing
UP
CREEPIE



ACTION
ANGLE ON CREEPIE, NOT IMPRESSED.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL EQ CREEPIE:

IT'S A COURSE FOR ONE FREE
IN-HOME TRAIL FROM HOLLYRULLER
EXTERMINATION...

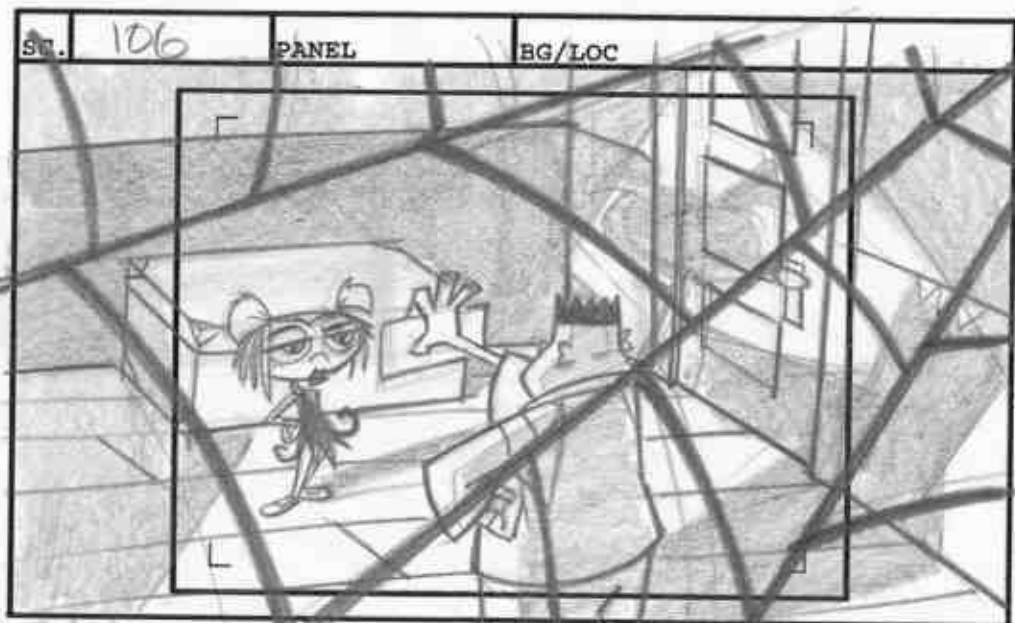
DIRECTOR'S NOTES

FINAL	PROD #
-------	--------

SLUG NOTES

growing
up
creepie

HU



ACTION

WIDE ON CREEPIE & BUDGE

HU



ACTION

CLOSE ON CREEPIE

DIAL (84) CREEPIE:

LET ME GUESS ... IT WAS ANOTHER ONE OF THOSE DAYS ...

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL (84) CREEPIE: (CONTD)

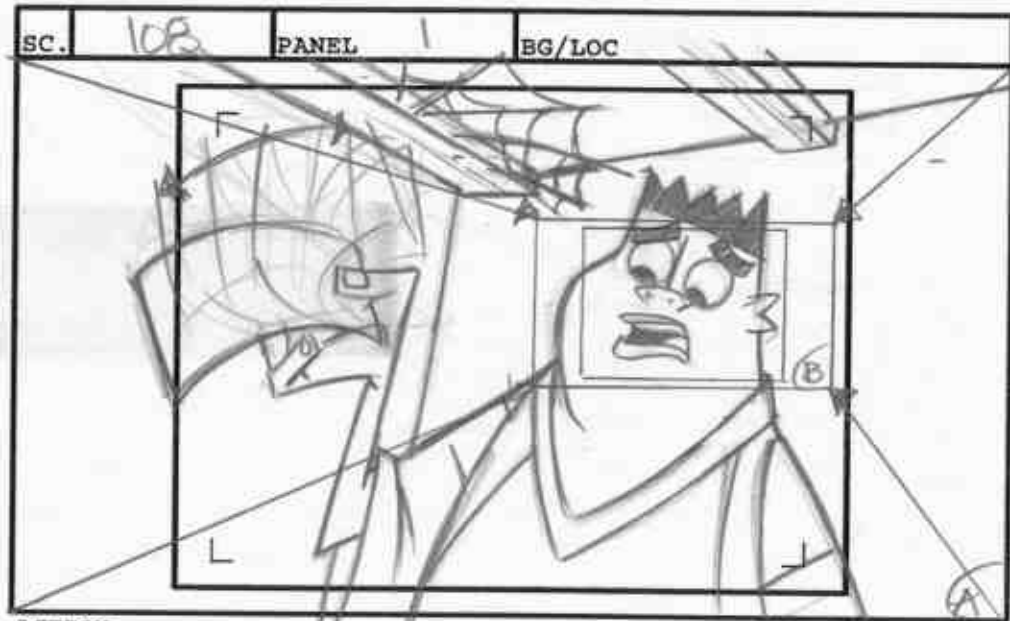
.. THAT STARTED LIKE ANY OTHER ...

FX:
SFX:

DIRECTOR'S NOTES

FINAL
PROD #

SLUG NOTES



ACTION

WIDE ON BUDGE WAVING THE COUPON
AROUND.
TRUCK IN (A) → (B)

DIAL (85) BUDGE:

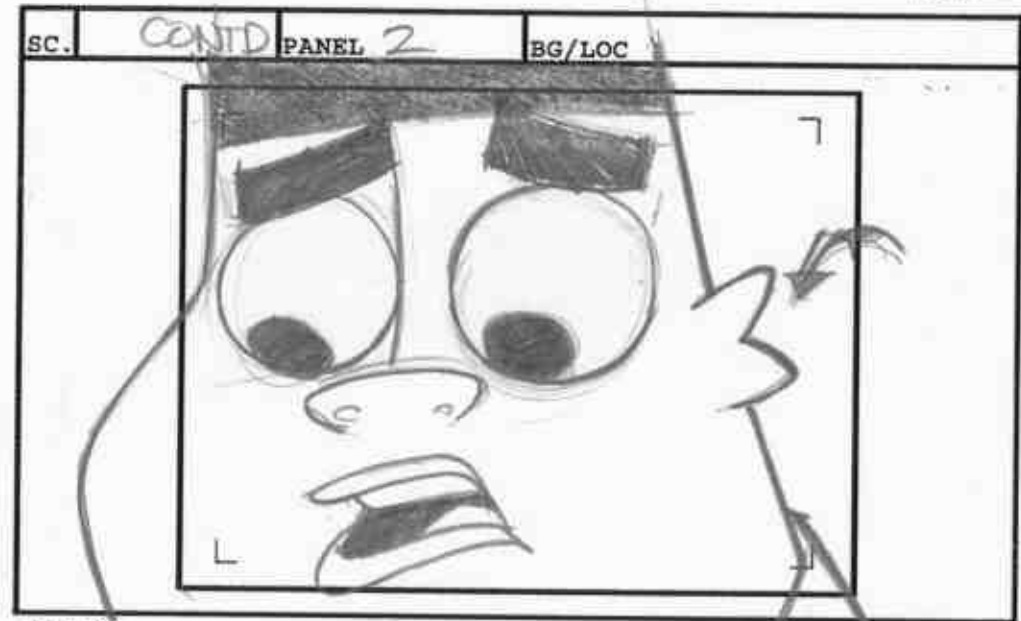
YES! GEORGE HOLLYRULLER
CAME OVER TO GIVE YOUR

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for slug notes]

SLUG NOTES



ACTION

BUDGE LEANS CLOSER TO CAMERA

DIAL (85) BUDGE: (CONTD)

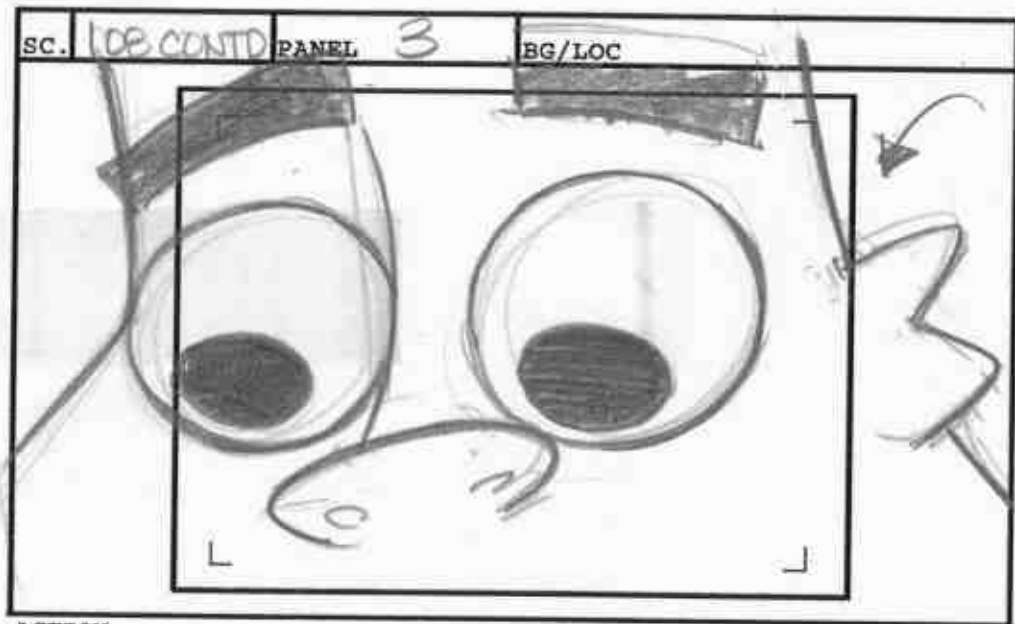
.. FAMILY THEIR ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

BUDGE CONTS TO MOVE CLOSER TO CAMERA ...

DIAL

(85) BUDGE: (CONTD)

... FREE TRAIL

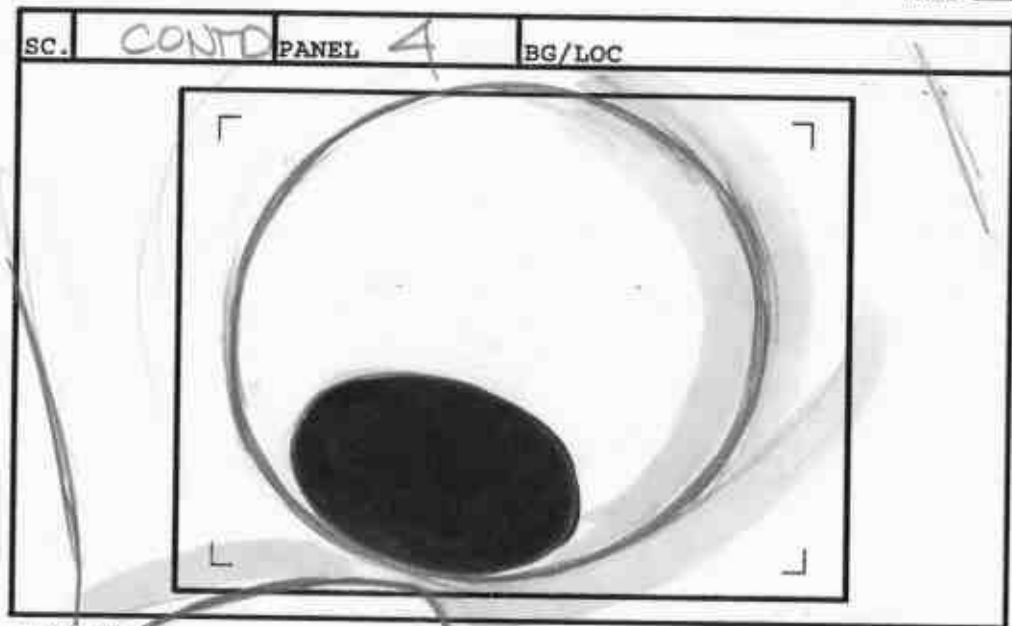
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

... UNTIL HIS EYE FILLS SCREEN

DIAL

(85) BUDGE: (CONTD)

... EXTERMINATION

FX:

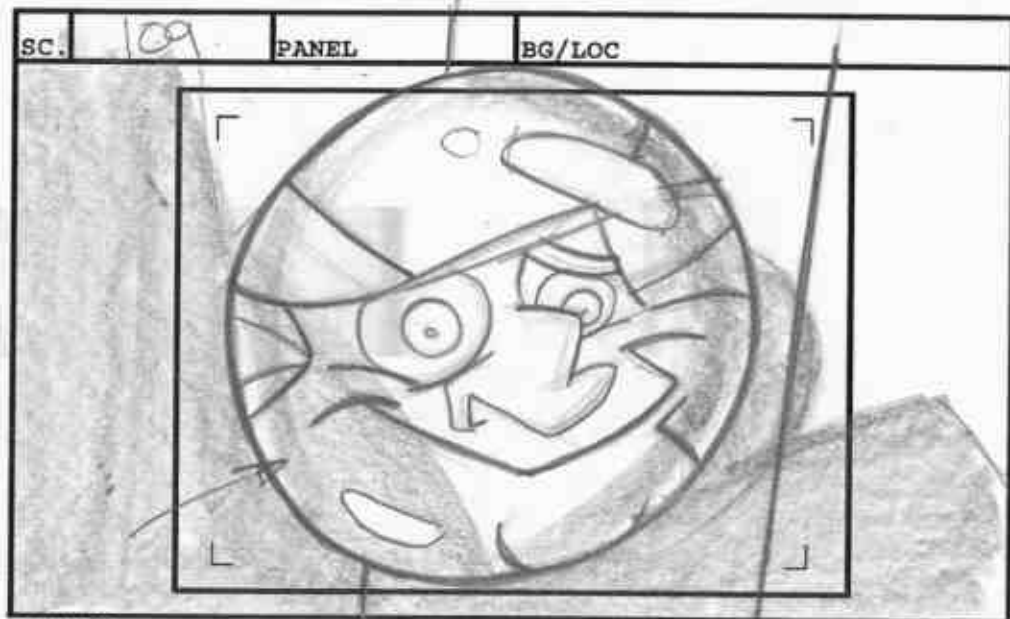
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

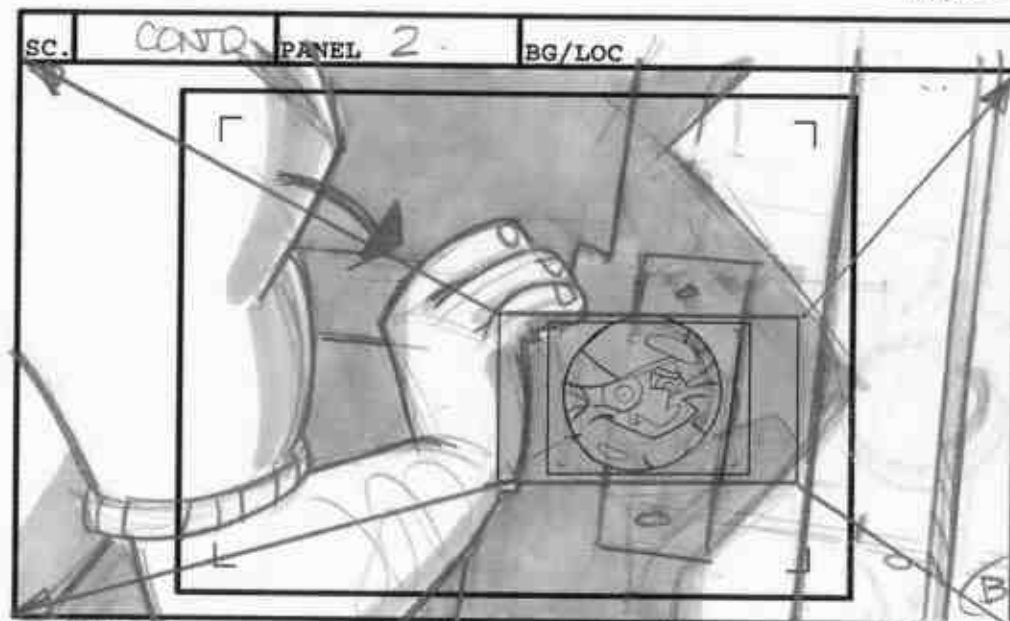
BUDGE EYE BEGINS TO MORPH INTO THE KITCHEN DOOR KNOB. GEORGE HOWL RULERS' DISTORTED IMAGE IS REFLECTED IN IT. A SHADOW MOVES ACROSS THE DOOR

Ⓟ BUDGE (VO) (CONTD)

FX: WHEN HE TRIED
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

TRUCK OUT (A) → (B) GEORGE REACHES FOR THE DOOR KNOB

DIAL Ⓟ BUDGE: (CONTD)

** TO ENTER **

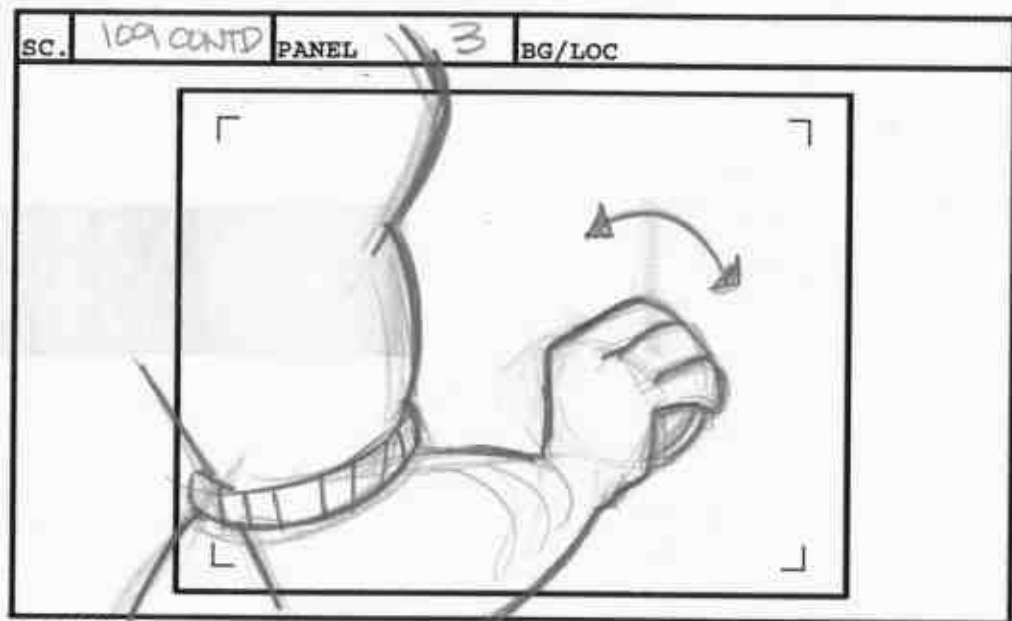
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

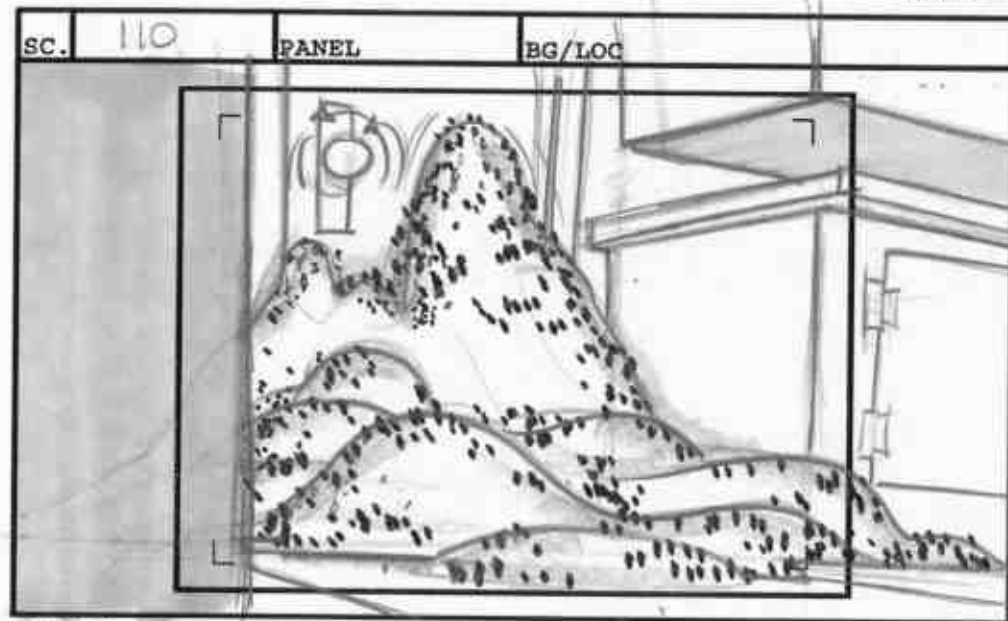
GEORGE GRABS THE KNOB.

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

INT. KITCHEN - AN ARMY OF BUGS
HAVE PILED UP AGAINST THE DOOR.
THE KNOB RATTLES

DIAL (85) BUDGE: (UO) (CONTD)

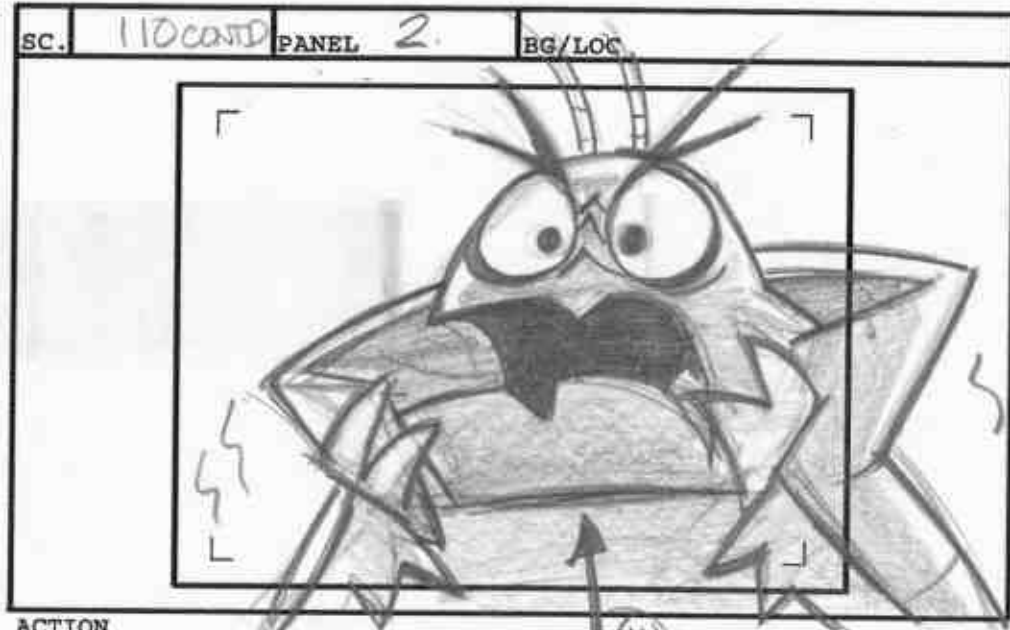
.. YOUR FAMILY BRAVELY ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



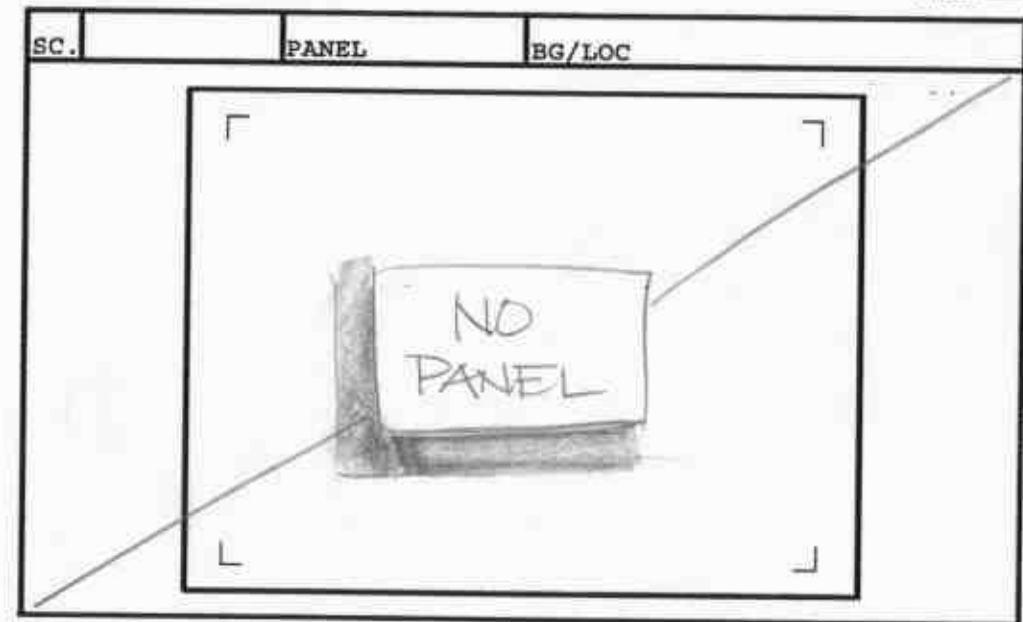
ACTION
PAULIE UP, CLOSE TO ^(IN)CAMERA.
HE SCREAMS SILENTLY!

DIAL ⁽²⁵⁾ BUDGE: ^(VO) (CONTD)

FX: ...HELD HIM OFF.
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

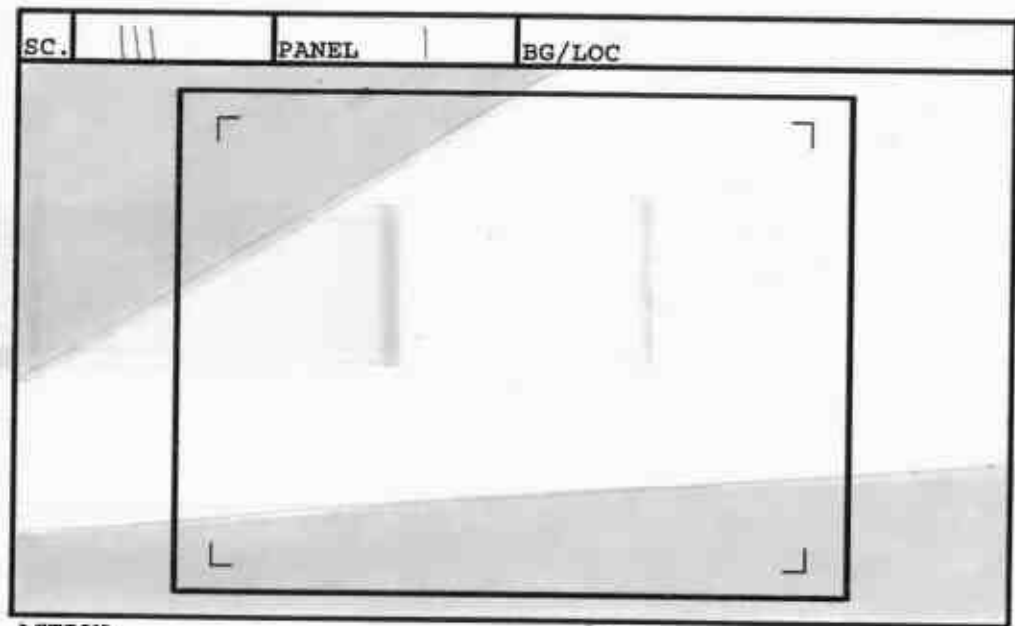
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION
(BG - COLOR CARD)

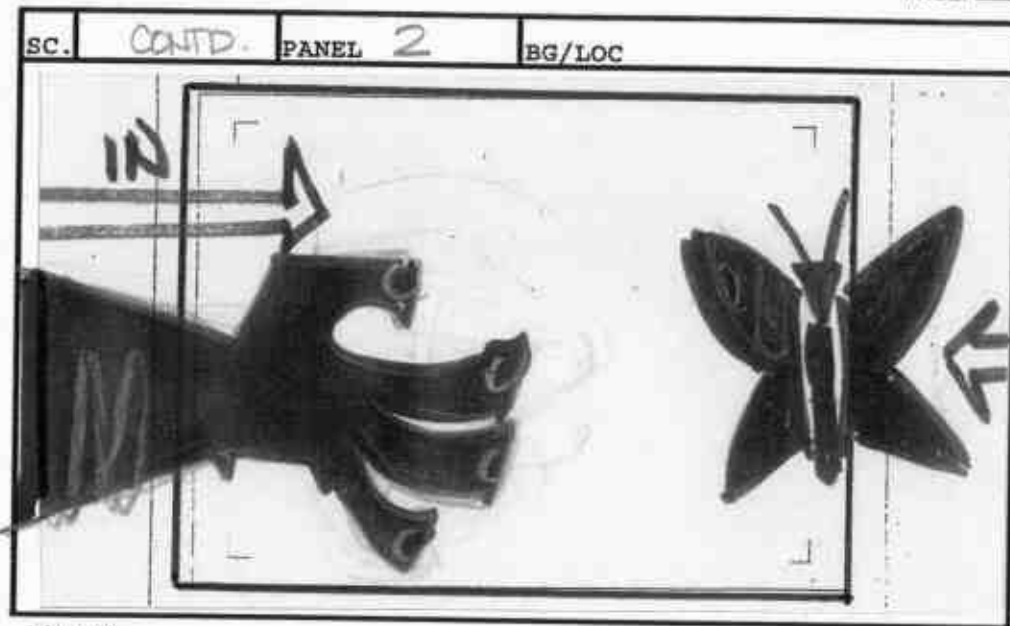
DIAL (85) BUDGE: (V0) (CONTD)

BUT LITTLE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION
A GRAPHIC OF HOLLY RULERS HAND SLIDES INTO SCENE A CUTE BUTTERFLY GRAPHIC SLIDES IN FROM THE OPPOSITE SIDE.

DIAL (85) BUDGE: (V0) (CONTD)

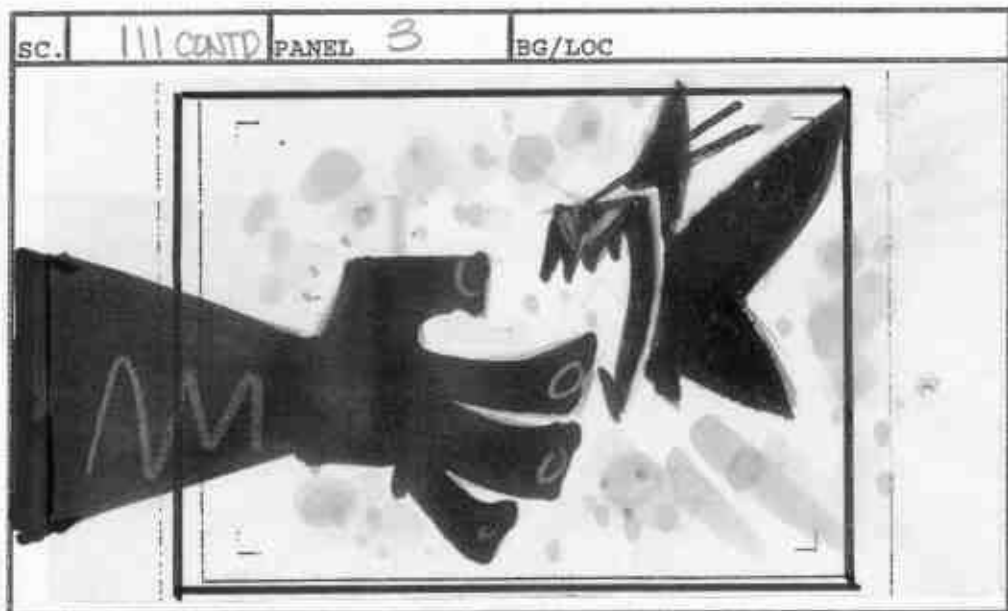
COULD THEY HAVE

FX:
SFX:

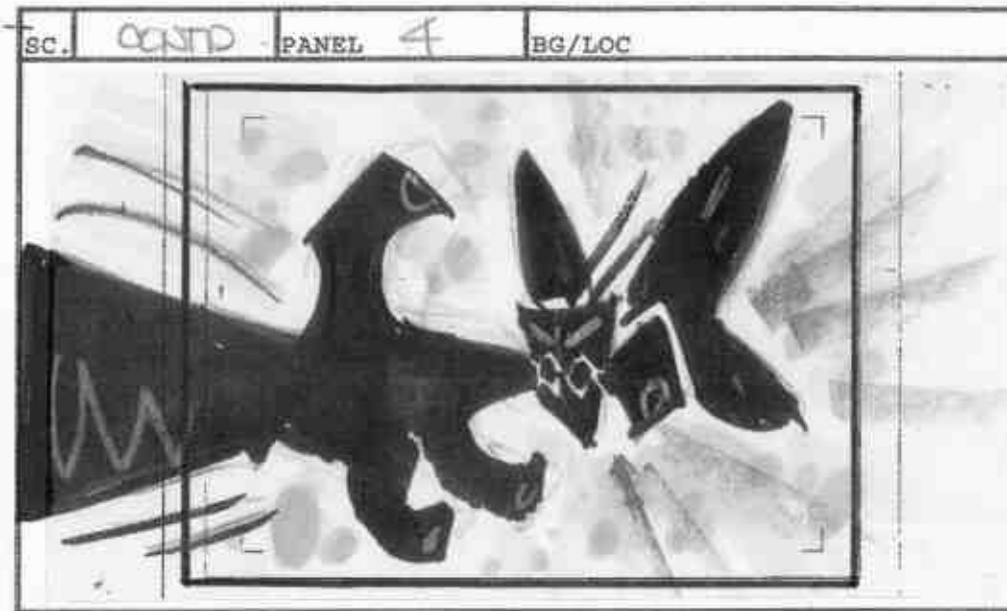
DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION



ACTION

DIAL (85) BUDGE (VO) CONTD

.. KNOWN THAT EARLIER IN THE DAY..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

<CHOMP!>

DIAL (85) BUDGE (VO) (CONTD)

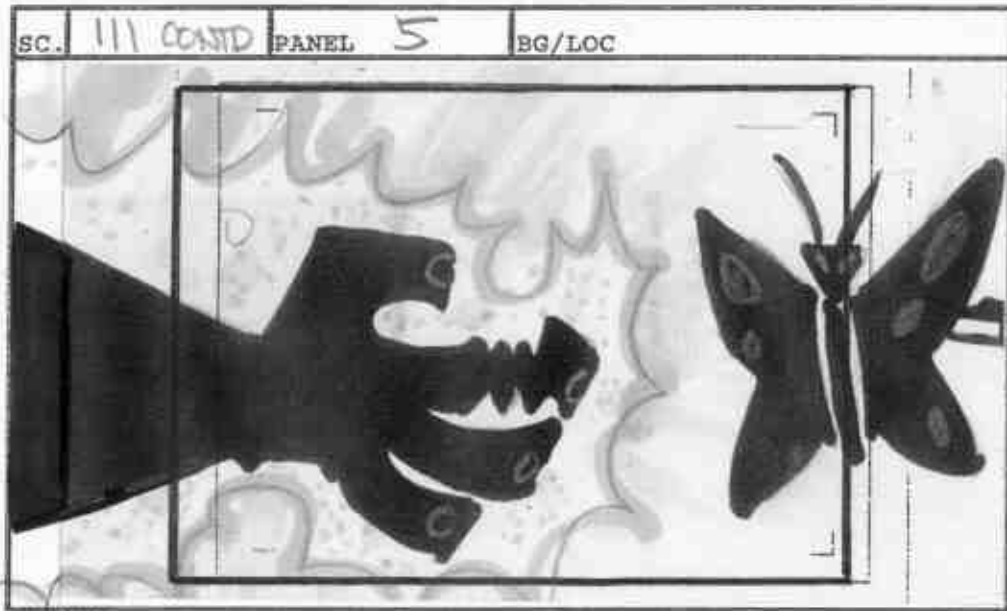
.. GEORGE HAD BEEN BITTEN

FX:
SFX:

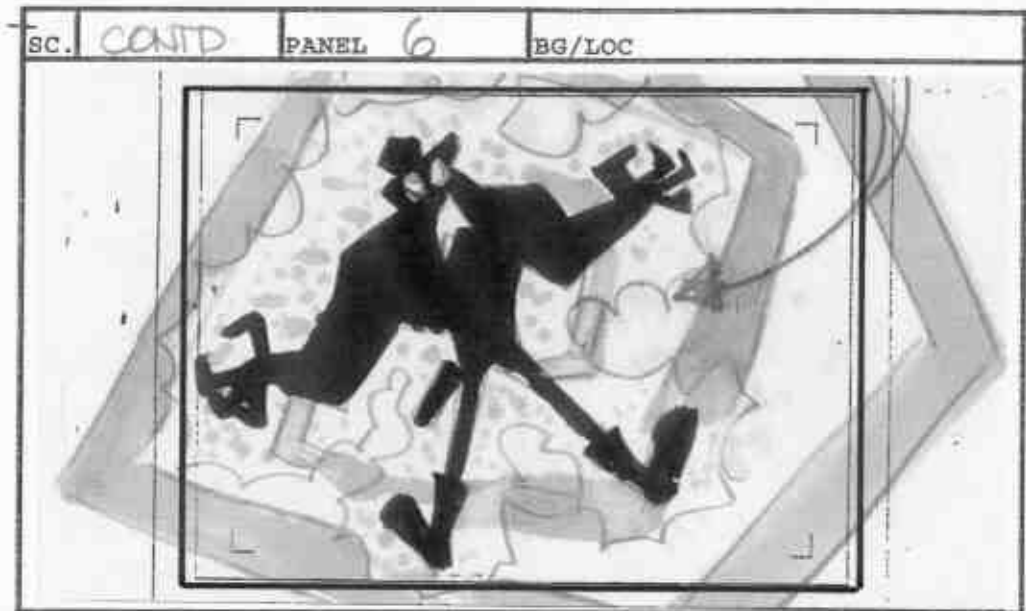
DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION



ACTION

DIAL (85) BUDGE: (VO) (CONTD)

oo BU A RAPE ZOMBIE BUTTERFLY

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL (85) BUDGE: (VO) (CONTD)

oo AND IT TURNED HIM oo

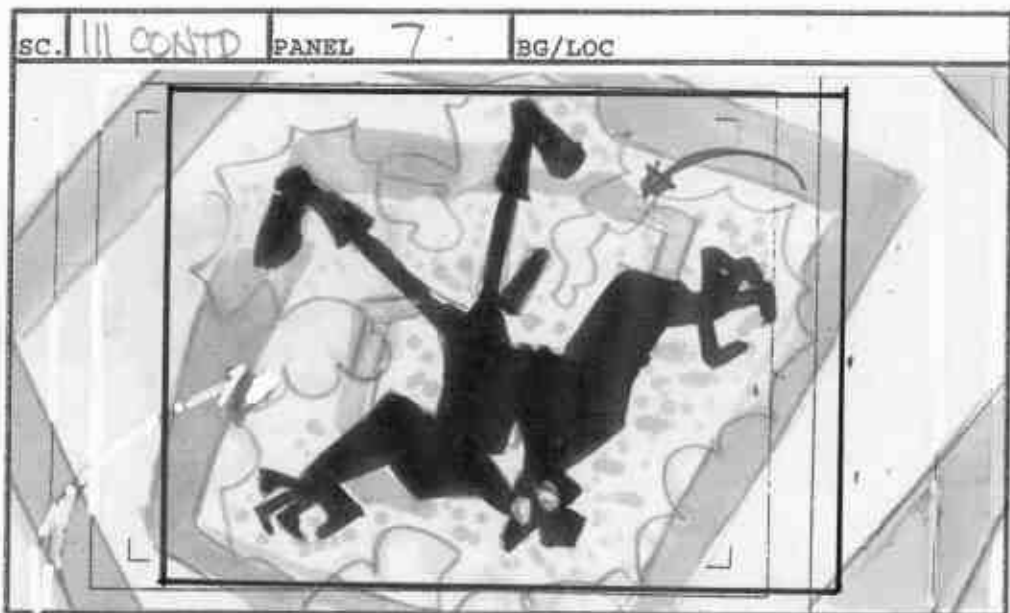
FX:
SFX:

DIRECTOR'S NOTES

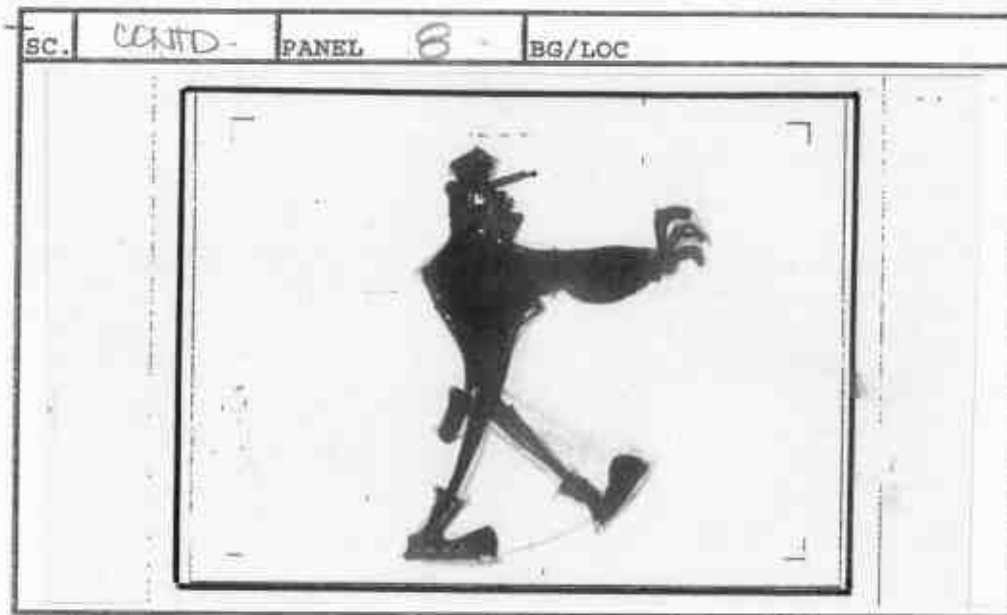
SLUG NOTES

FINAL	
-------	--

PROD #



ACTION



ACTION

DIAL (85) BUDGE: (VO) (CONTD)
 .. INTO A ZOMBIE.

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES

DIAL (85) BUDGE: (VO) (CONTD)
 .. NO..

FX:
SFX:

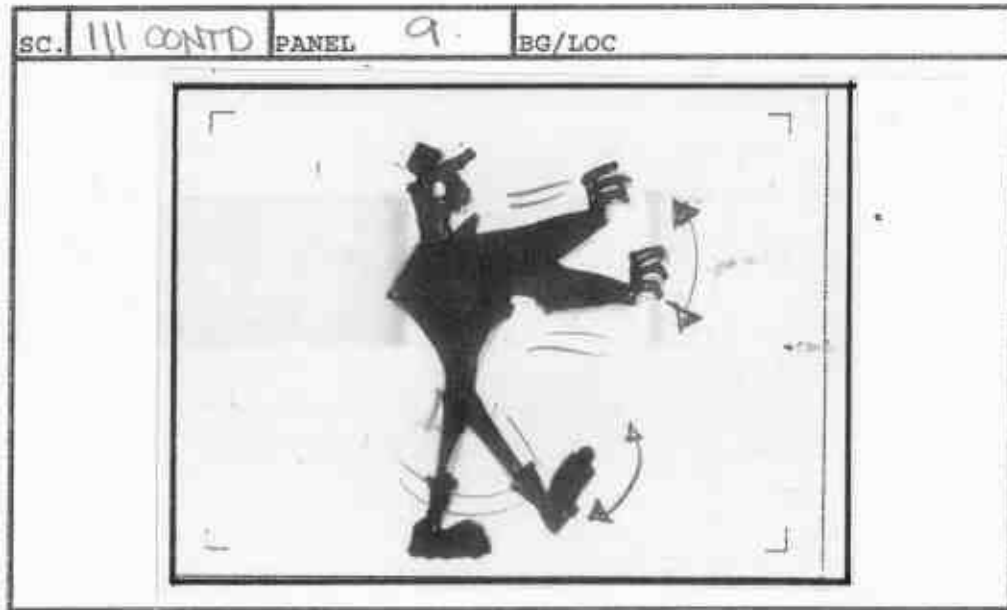
DIRECTOR'S NOTES

SLUG NOTES

--

FINAL

PROD #



ACTION

GEORGE SILHOUETTE DOING THE ZOMBIE-WALK.

DIAL (85) BUDGE: (V0) (CONTD)

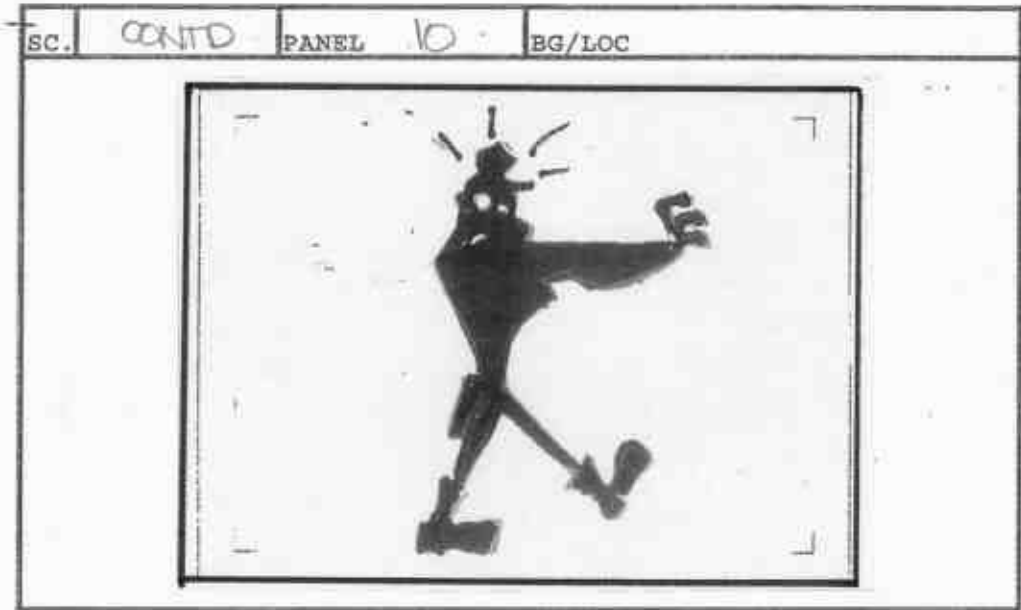
NOT JUST A ZOMBIE ..

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

HE STOPS.

DIAL

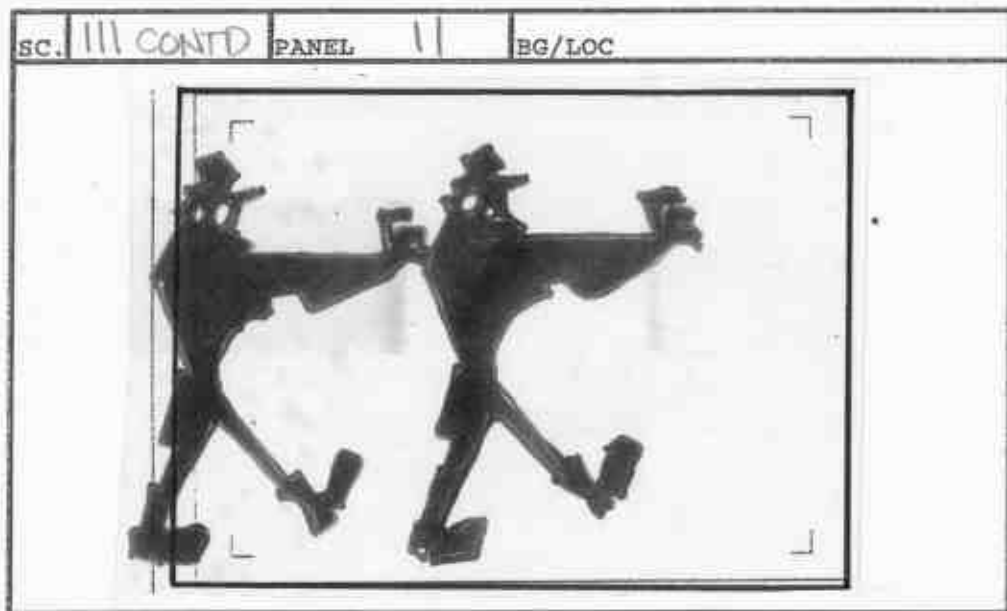
FX:
SFX:

DIRECTOR'S NOTES

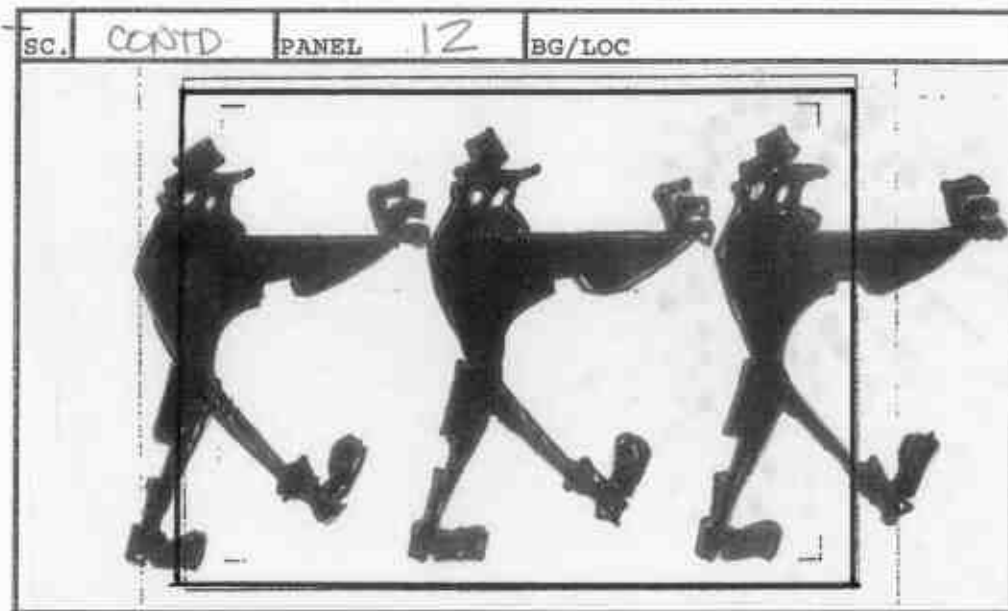
[Empty box for Director's Notes]

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION



ACTION

SILHOUETTES OF GEORGE POP ON ONE AT A TIME.. UNTIL..

DIAL B6 BUDGE

.. BUT AN ENTIRE ARMY

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

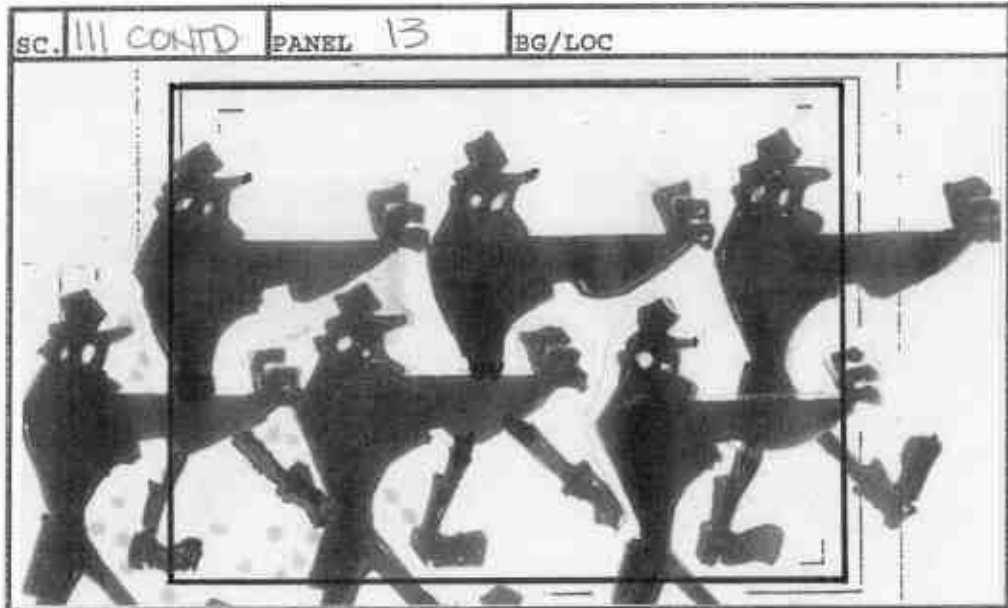
OF GEORGE ZOMBIES!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION

THE SILHOUETTES FILL SCREEN ..

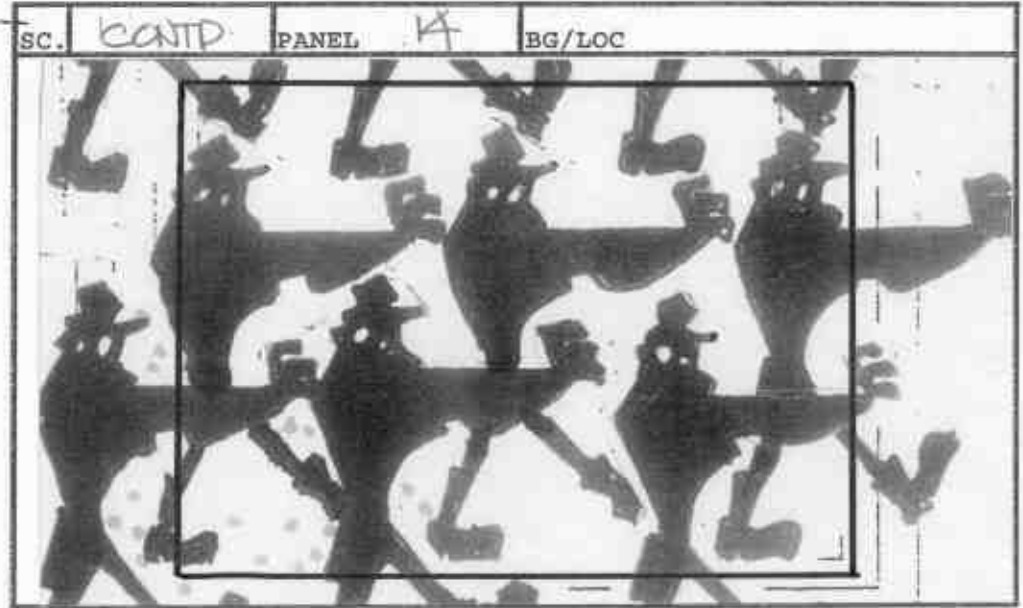
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

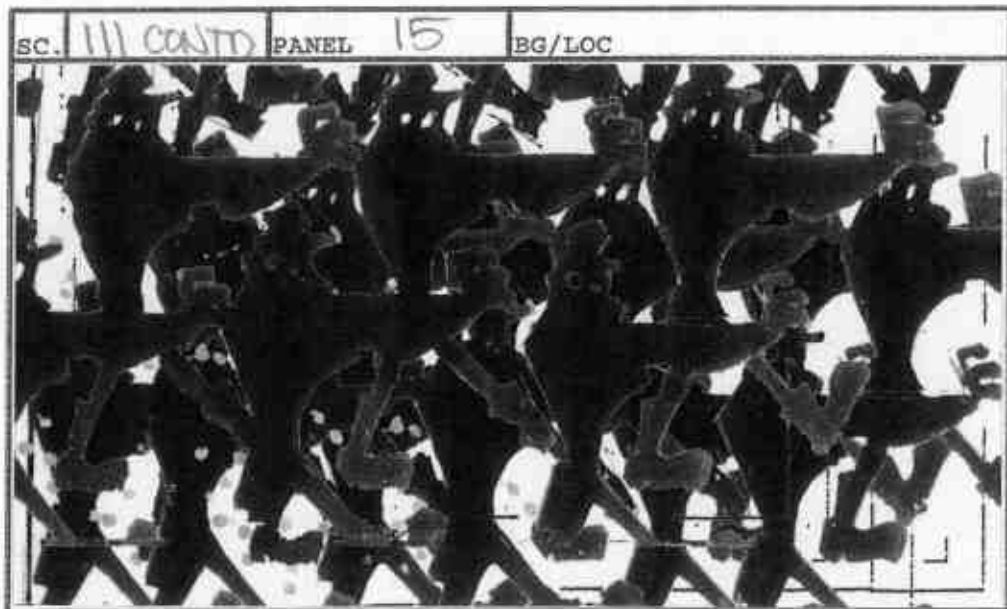
FX:
SFX:

DIRECTOR'S NOTES

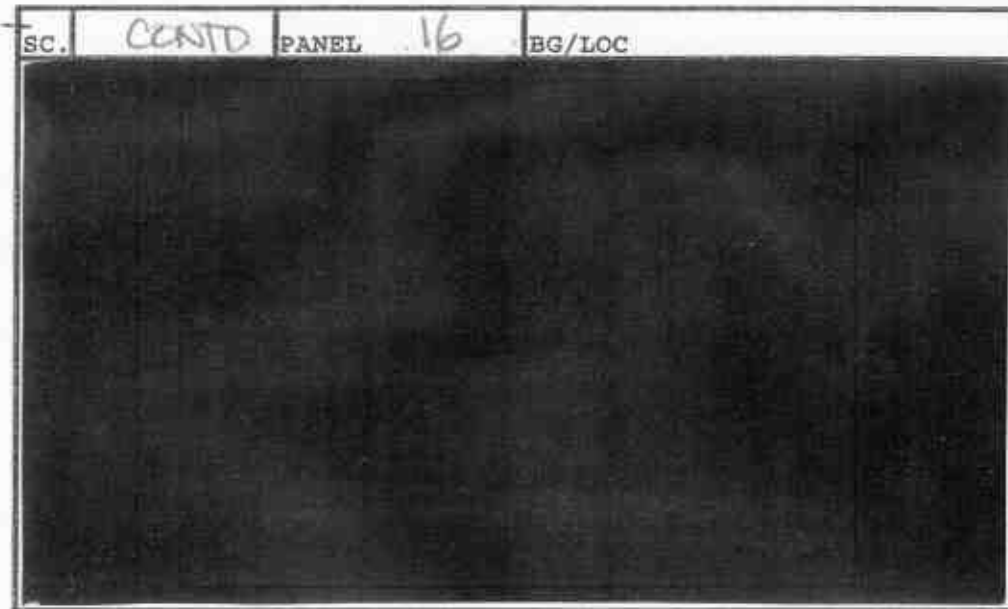
[Empty box for Director's Notes]

SLUG NOTES

FINAL
PROD #



ACTION



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

DIAL

(86) BUDGE (10) CNTD

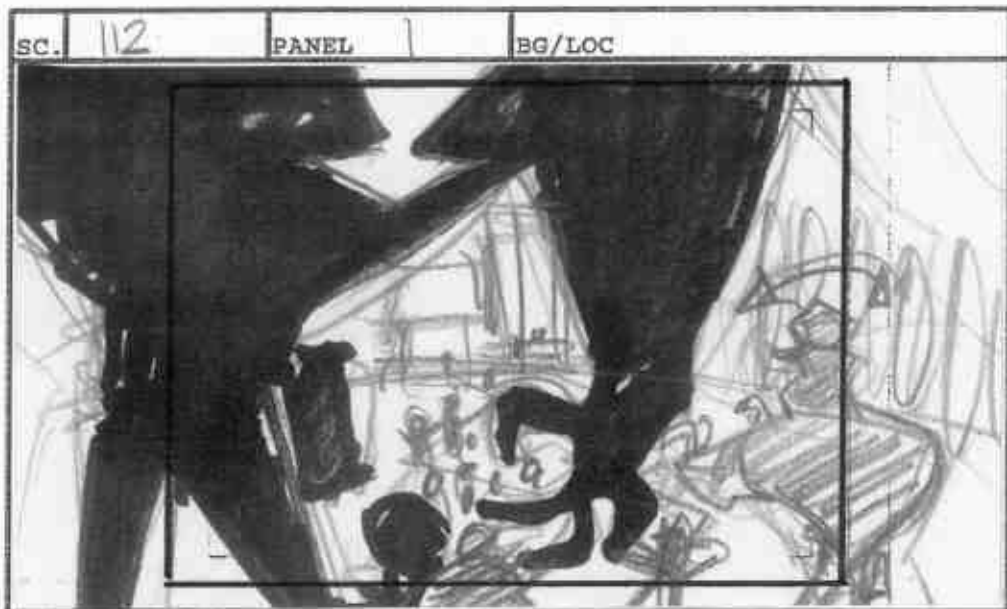
HUNGRY FOR ONE

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
-------	--------



ACTION
ARM OF GEORGE ZOMBIES MOVE
TOWARDS CREEPIE'S HOUSE.

DIAL (86) BUDGE (VO) CONTD

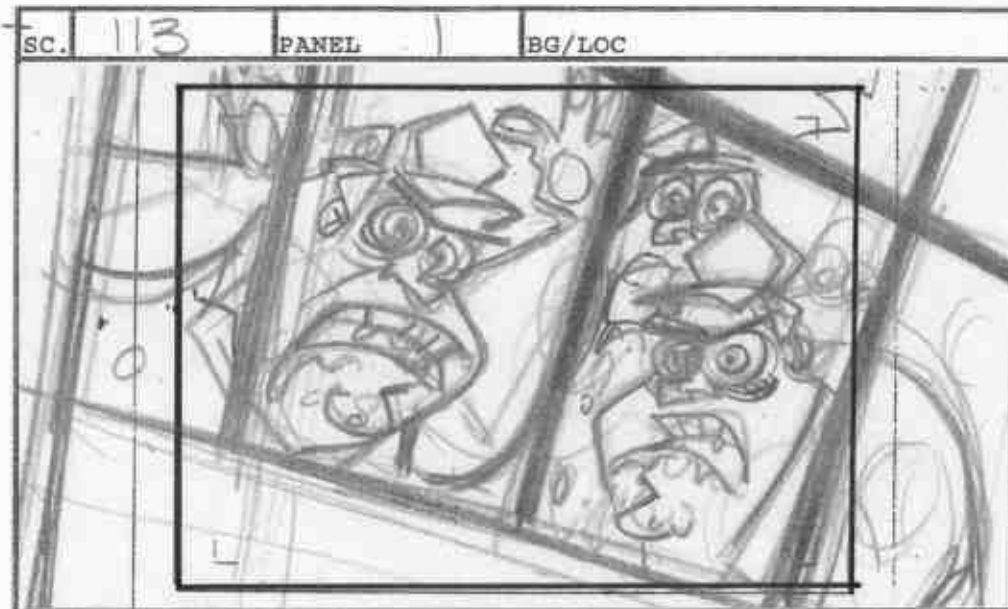
.. ONE THING THAT COULD KEEP THEM
ALIVE ..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION
ANGLE ON WINDOW FILLED WITH ZOMBIE
GEORGES CLAWING AWAY.

DIAL (86) BUDGE (VO) (CONTD)

..OR UH DEAD .. AND THAT
ONE THING IS..

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL
PROD #



ACTION

THE SCENE FREEZES AS CREEPIE PUSHES THE FRAME OUT.

DIAL

(87) CREEPIE:

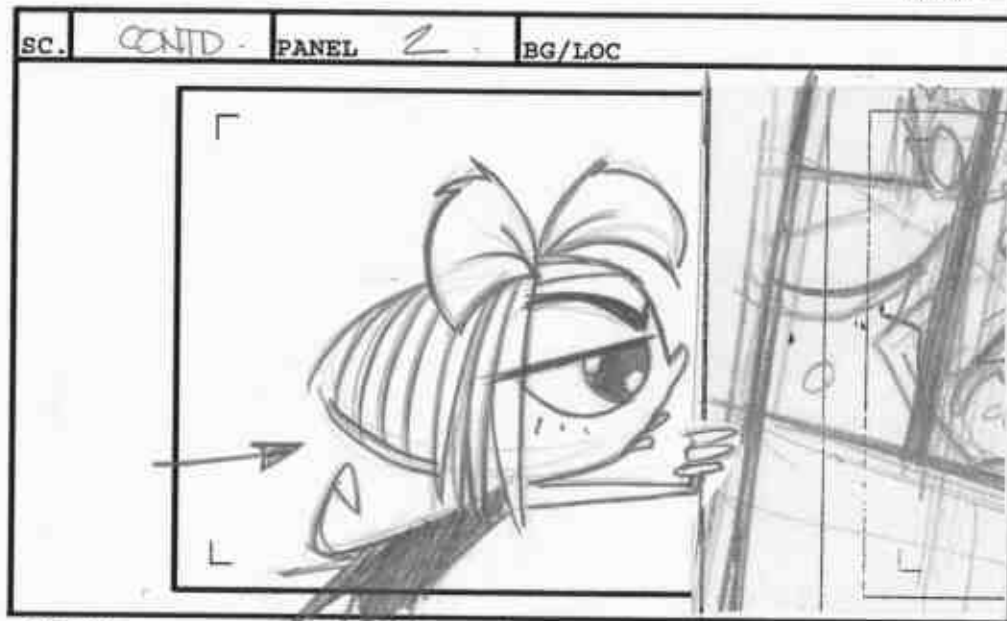
ALL RIGHT BUDGE..

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

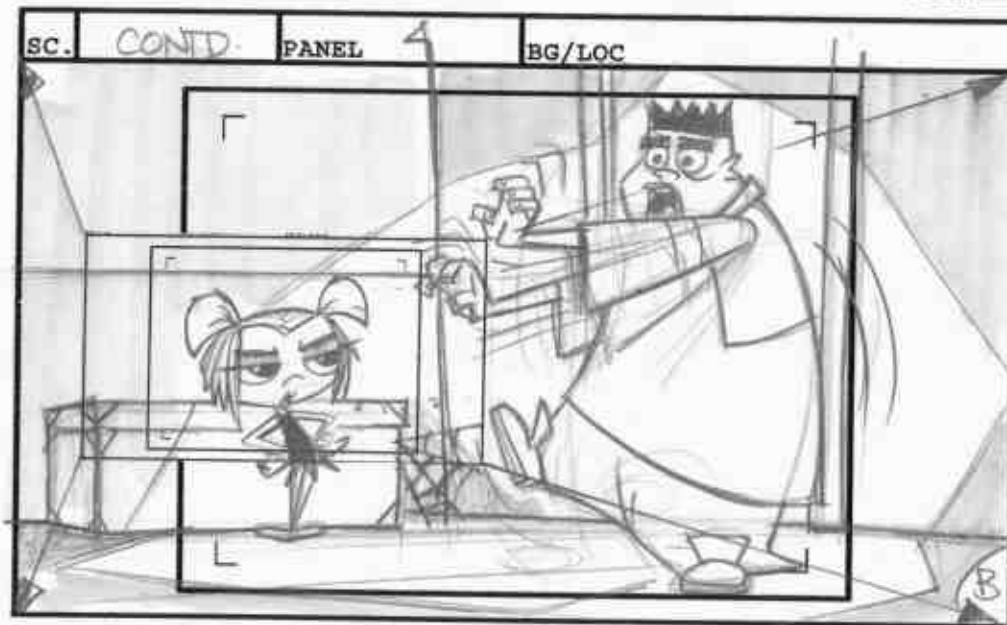
SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION



ACTION

TRUCK OUT (A) → (B)

BUDGE IS ACTING LIKE THE UN-DEAD

DIAL (BT) CREEPIE:

CUT IT OUT..

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

HE STOPS, EMBARRASSED.

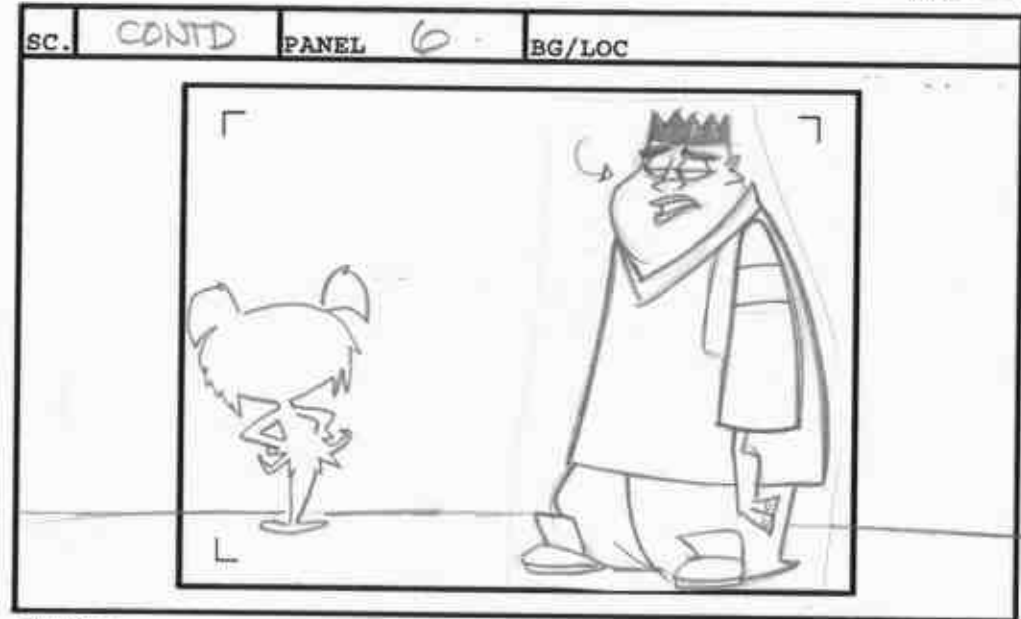
DIAL

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL
(88) BUDGE

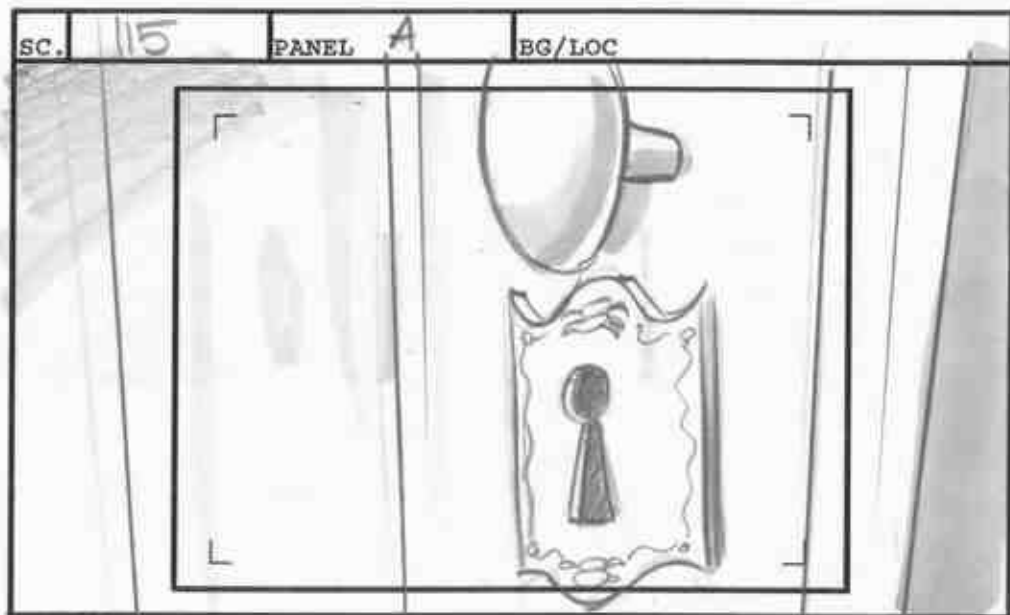
OF COURSE, I COULD BE WRONG
.. INSTEAD OF GEORGE ZOMBIES, IT
COULD HAVE BEEN GEORGE MUTANTS.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

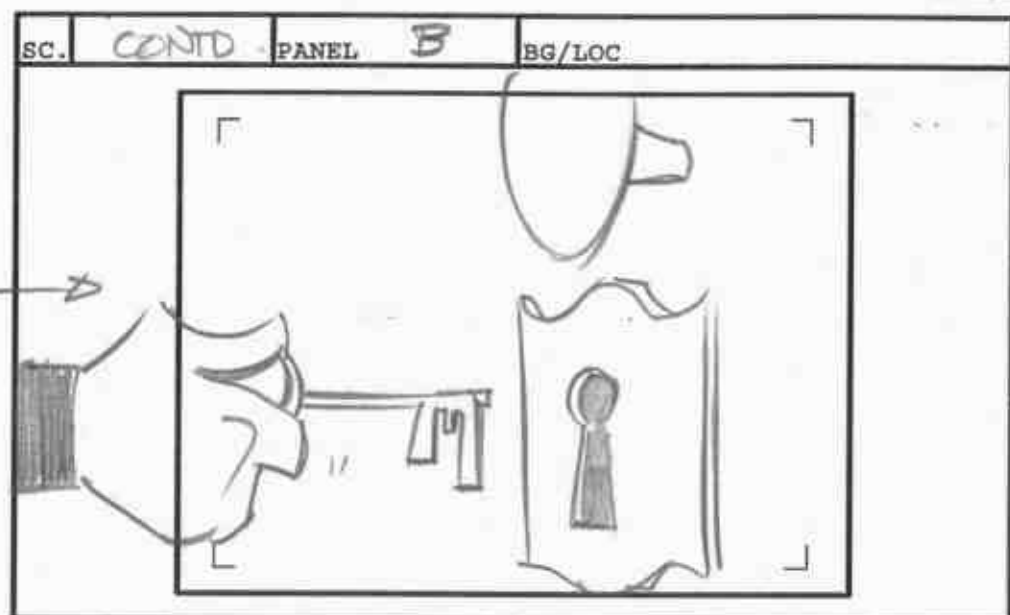
DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

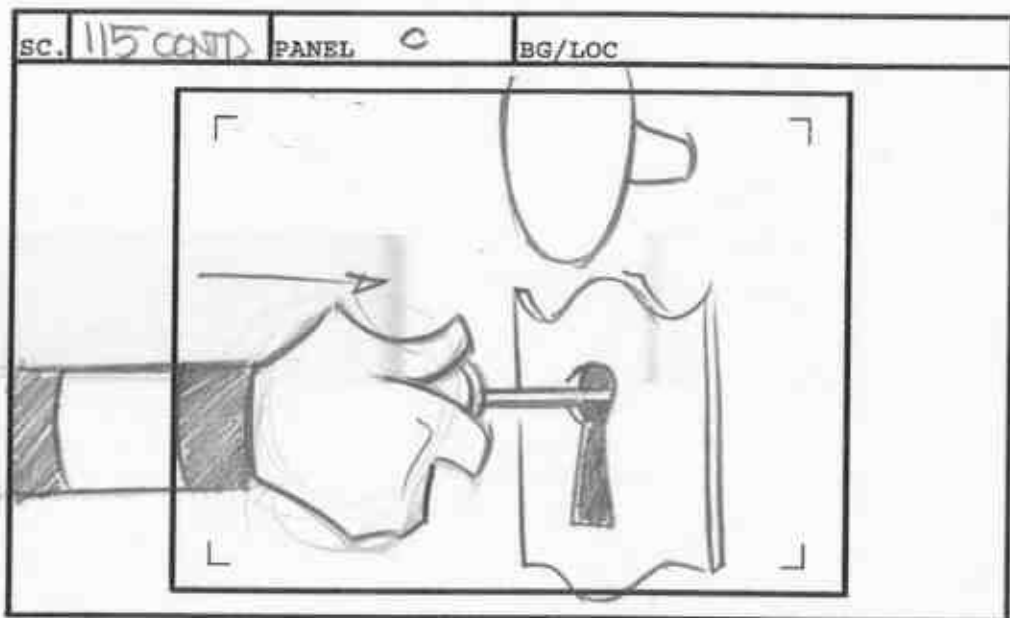
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL

SFX <CLICK>

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

CUT



ACTION

DIAL

BUDGE:
DON'T DO IT, CREEPIE!

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

ICVT



ACTION

INT ATTIC -

DIAL

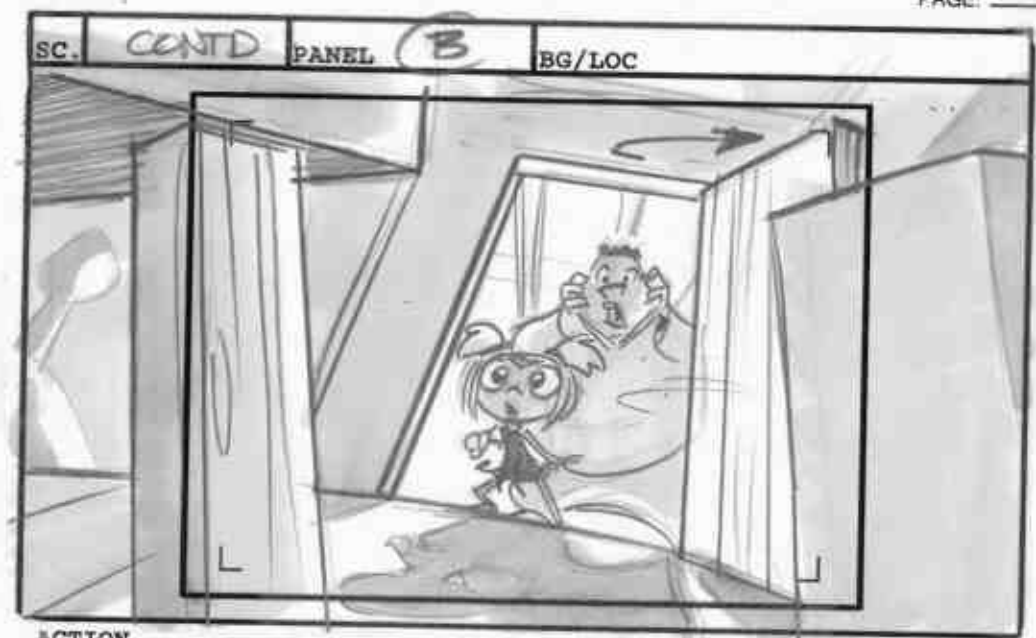
SFX OF (KEY UNLOCKS LOCK)

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DOOR OPENS

DIAL

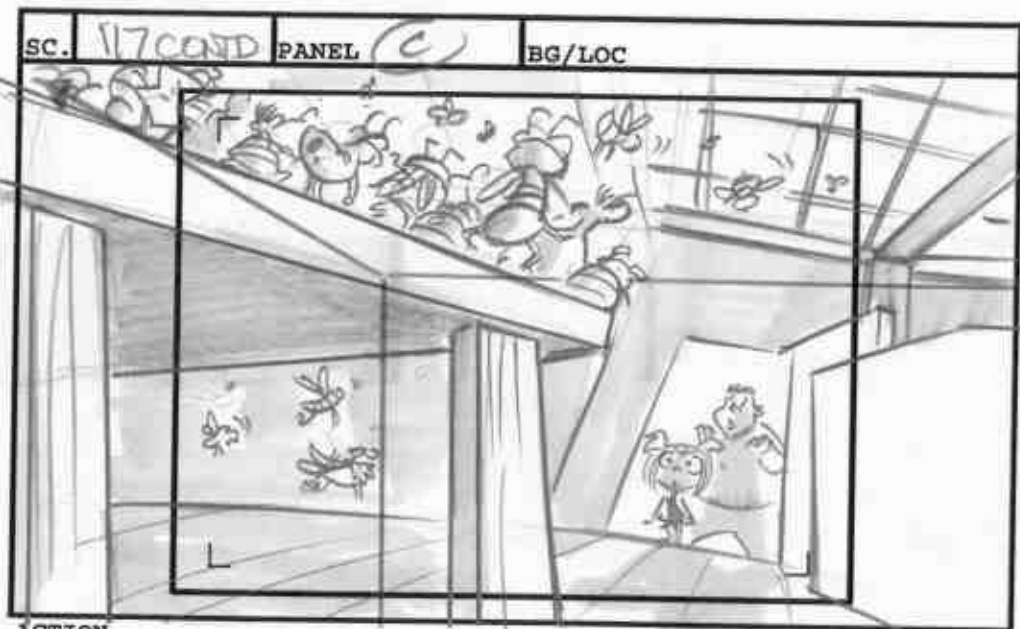
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

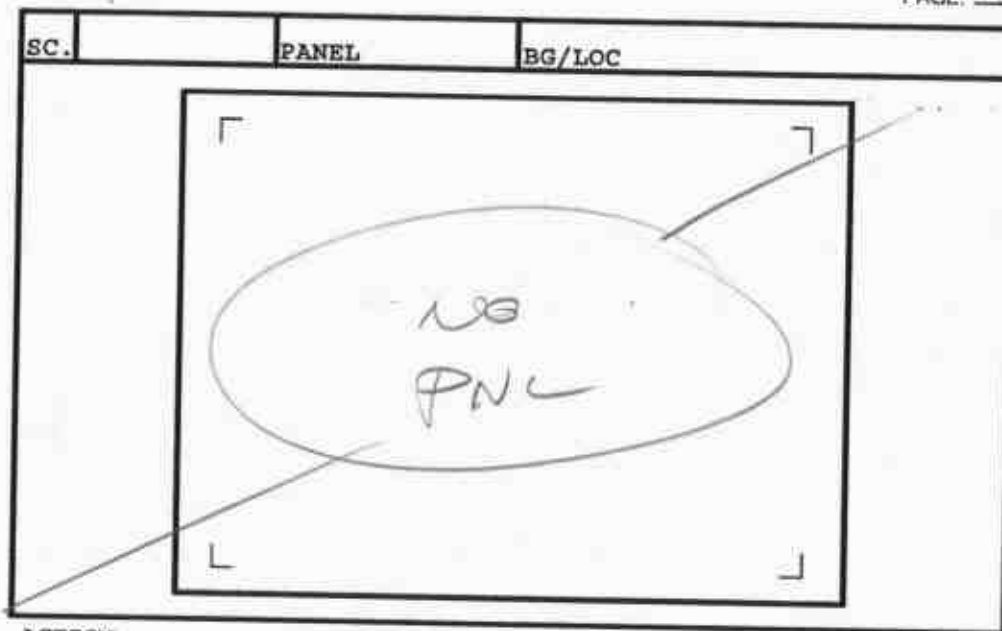
FAST TRK OUT TO REVEAL
BUGS ON THE TABLE

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:
SFX:

DIRECTOR'S NOTES

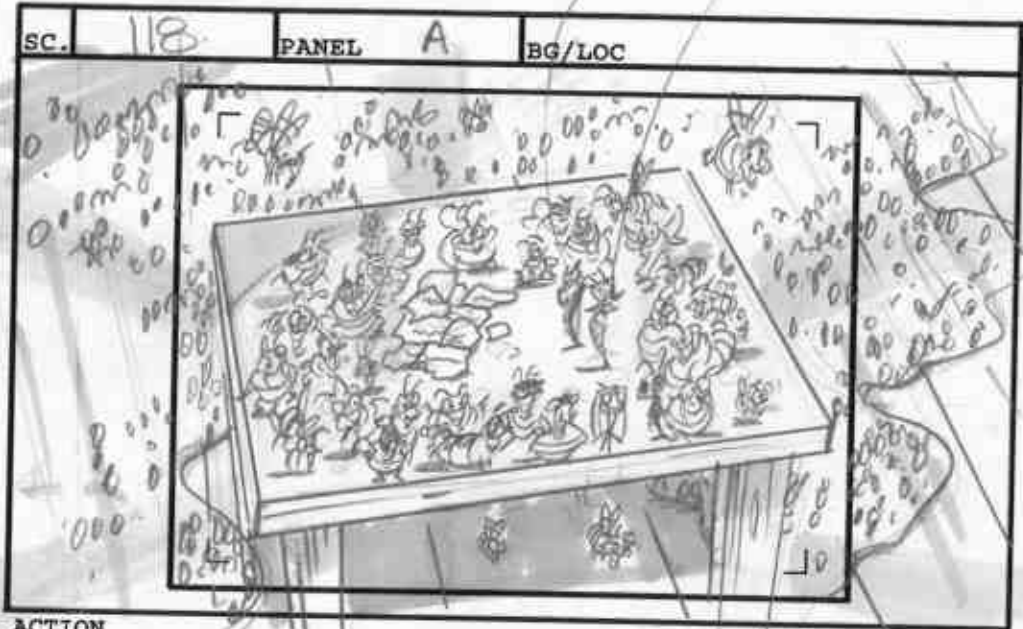
SLUG NOTES

FINAL

PROD #

growing
up
creepie

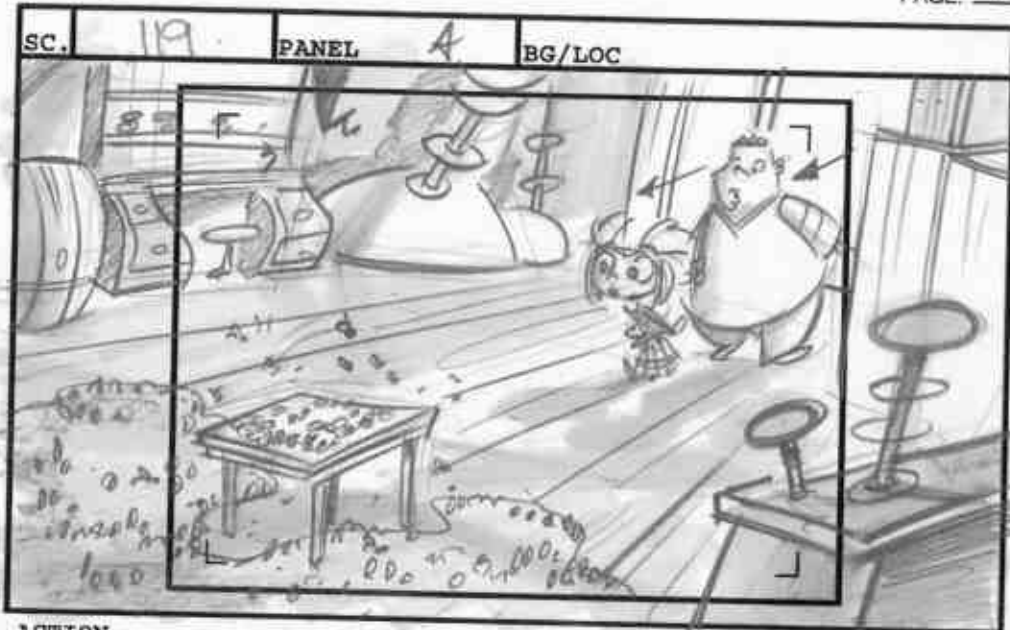
CUT



ACTION

DOWN SHOT ON TABLE WITH BUGS
GROUND REMNANTS OF CREEPIES TERM PAPER

CUT
HU



ACTION

DIAL

BUGS: "CREEPIE!"

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

CREEPIE:
MOM? ...

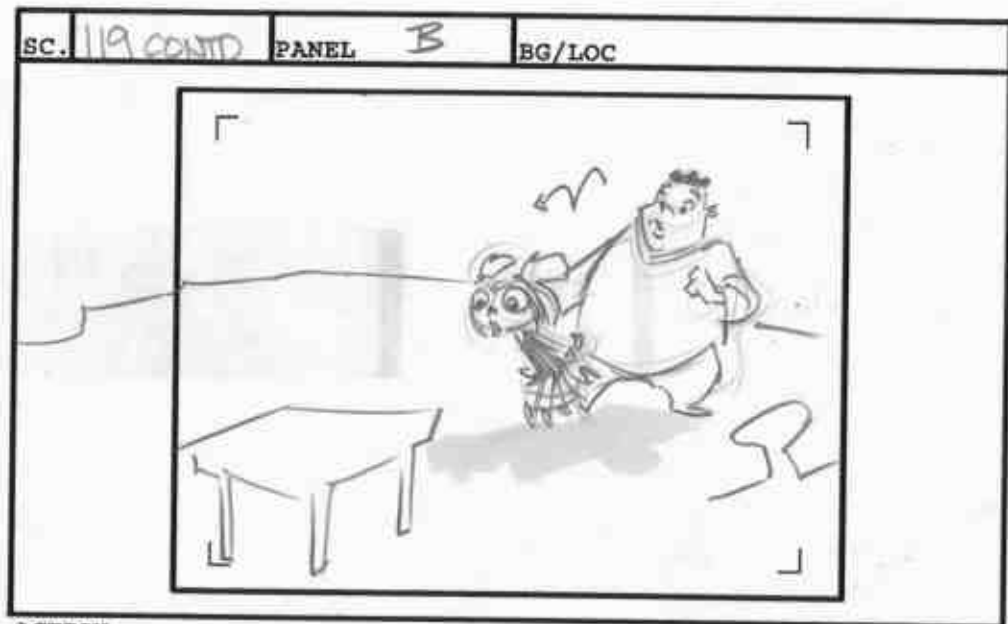
FX:
SFX:

DIRECTOR'S NOTES

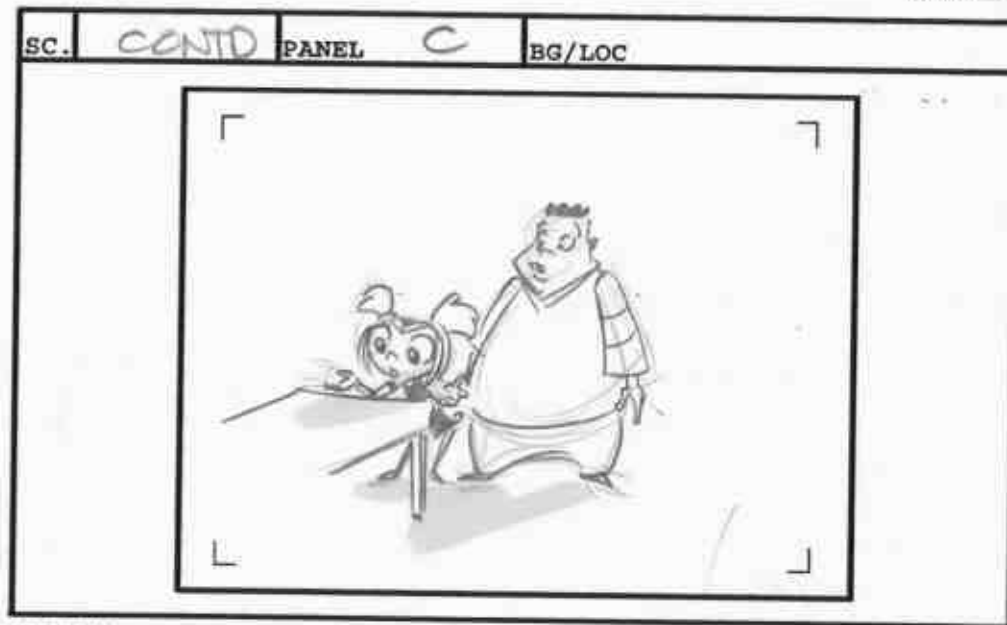
SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION



ACTION

DIAL CREEPIE CONT
... DAD?

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

DIAL CONT
..WHAT'S GOING ON?

FX:
SFX:

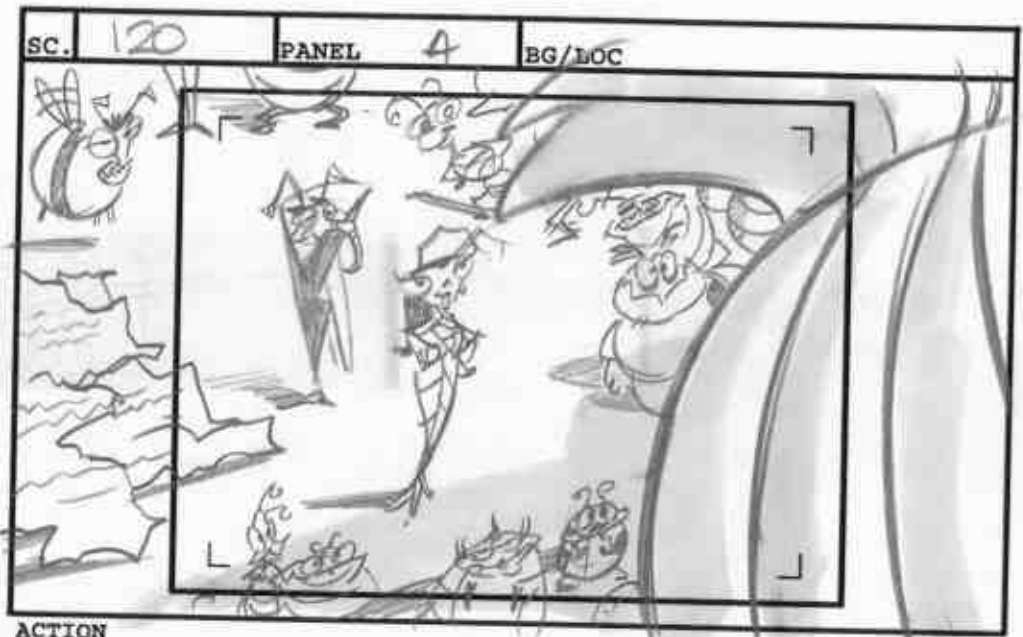
DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE

CUT



ACTION

HU

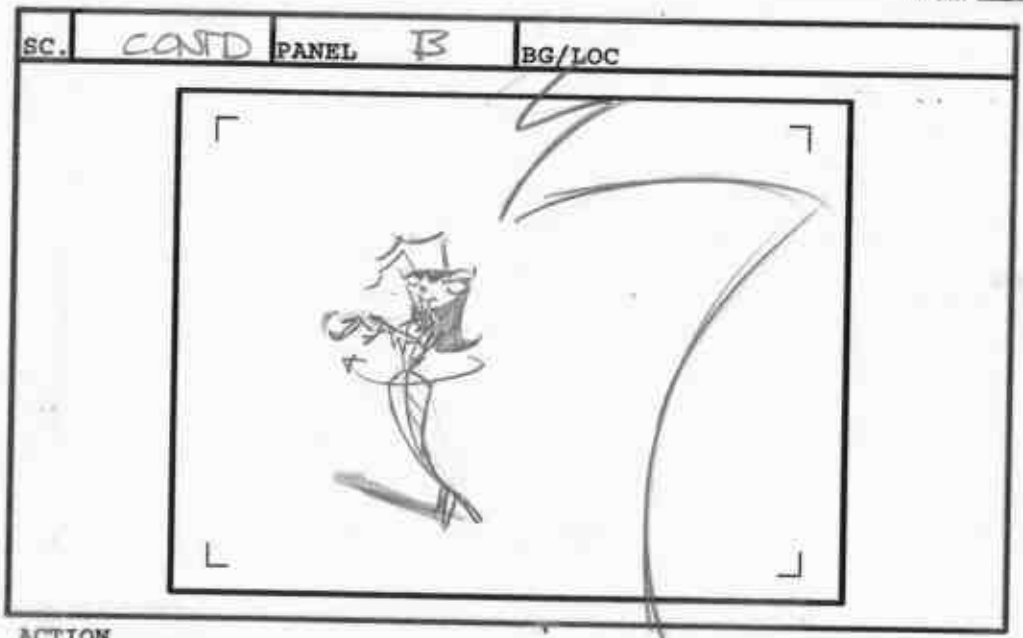
DIAL

CAROLINA:
DR PAPPAS CALLED ABOUT YOUR TERM
PAPER...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

CONT
...WE KNOW HOW HARD YOU
WORKED ON IT DEAR...

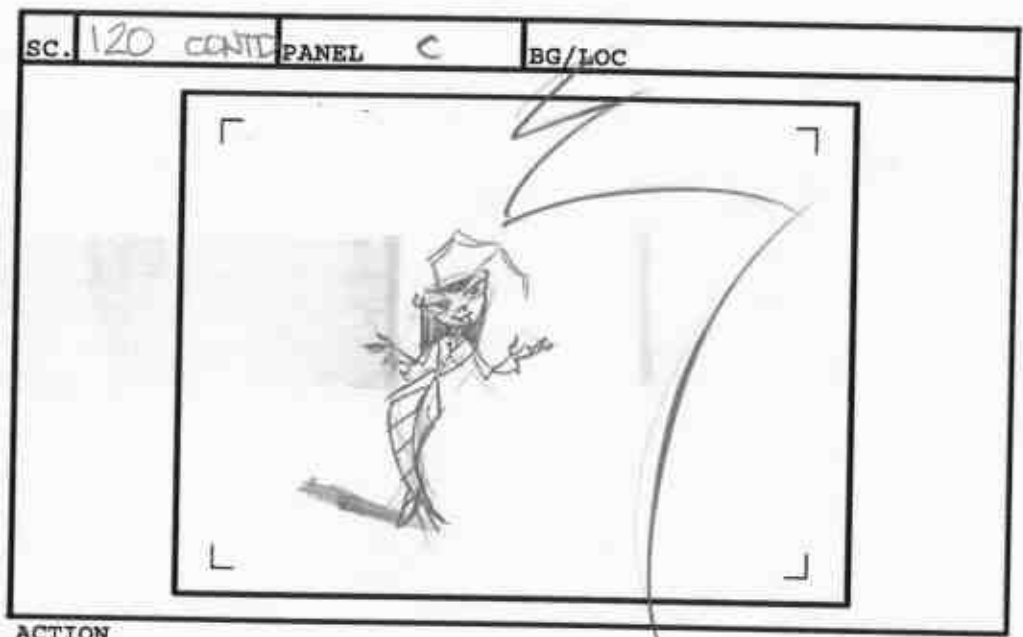
FX:
SFX:

DIRECTOR'S NOTES

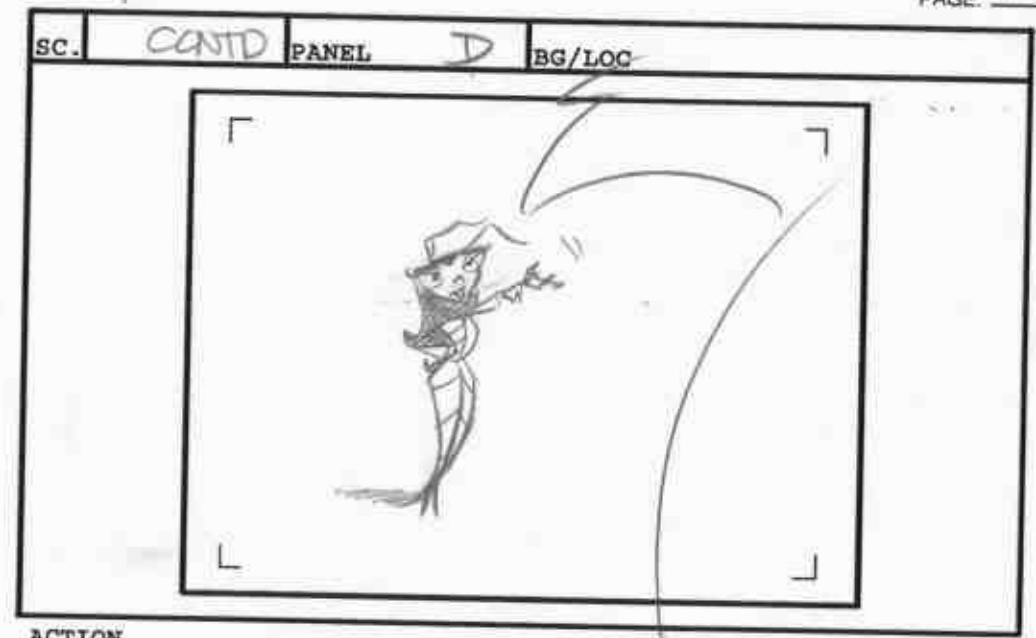
SLUG NOTES

FINAL	PROD #
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growing
UP
CREEPIE



ACTION



ACTION

DIAL

AND WHAT WITH YOUR COMPUTER DOWN...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

...WE - ALL FELT BAD

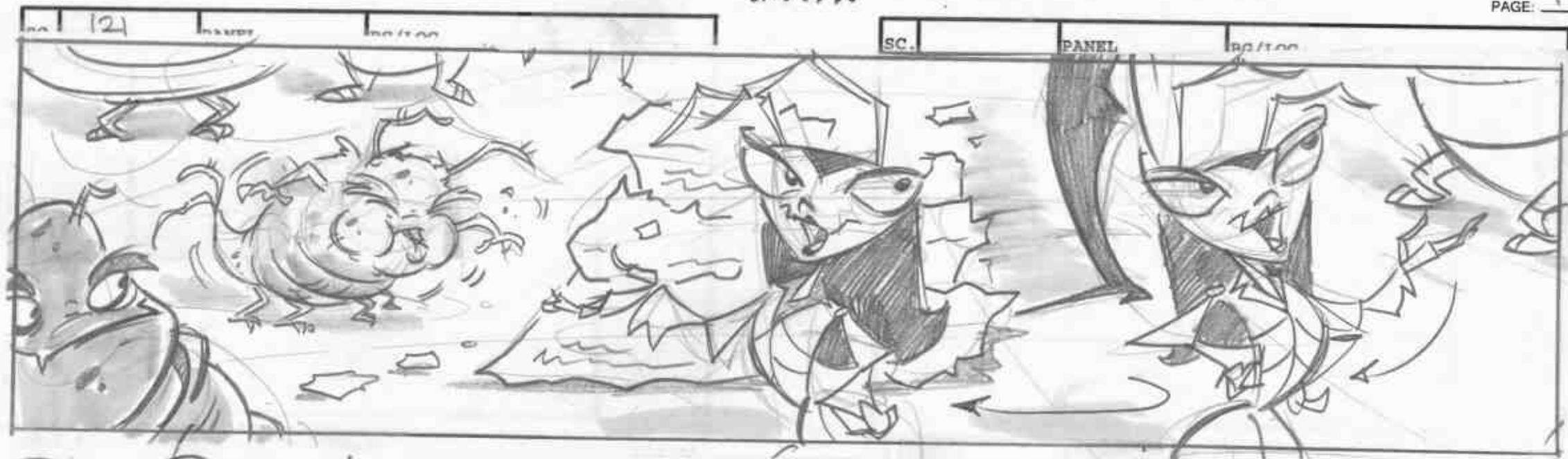
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

CUT



DIAL
 CAROLEENA:
 SO WE DECIDED TO PUT YOUR PAPER BACK TOGETHER

FX:
 SFX:
 DIRECTOR'S NOTES

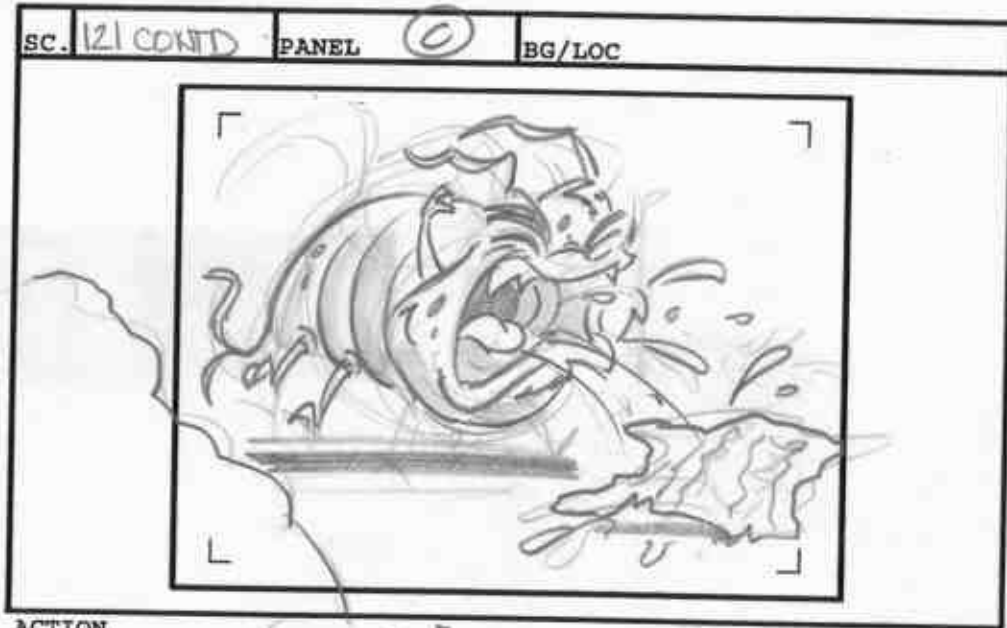
SLUG NOTES

CAROLEENA TURNS
 DIAL
 USING WHATEVER INFORMATION YOUR
 COUSINS COULD COUGH UP.

FX:
 SFX:
 DIRECTOR'S NOTES

SLUG NOTES

FINAL
 PROD #



ACTION



ACTION

LOOKS AT PAPER



DIAL

ANTIC
(BACK)

<HACKS!> UP
+ PIECE OF TERN
PAPER.

FX:
SFX:

DIRECTOR'S NOTES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

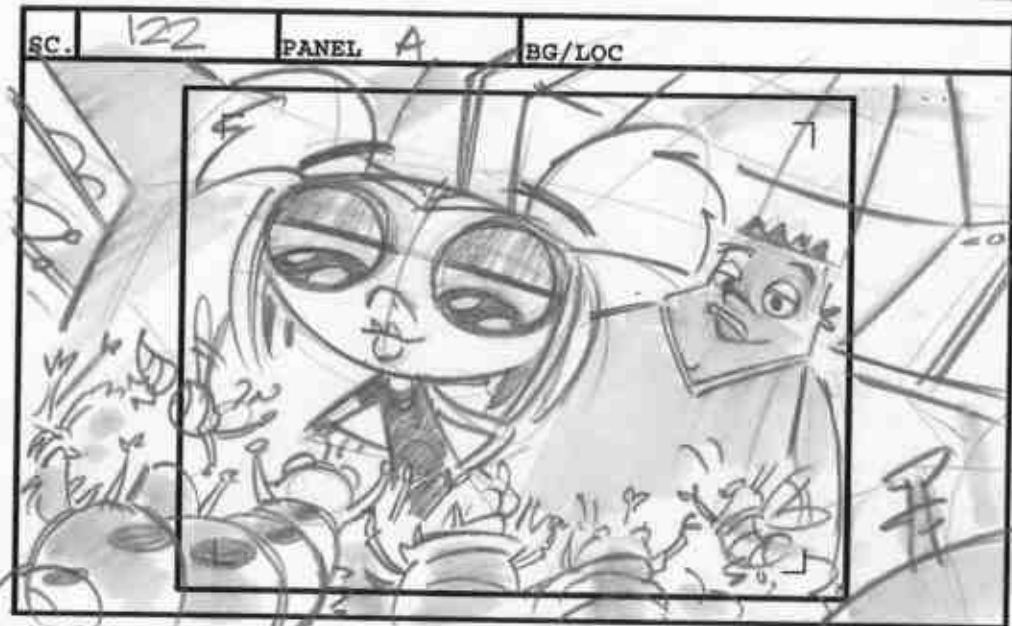
SLUG NOTES

FINAL
PROD #



ACTION

CUT



ACTION

DIAL

SILVERFISH:

"ANOTHER PREPOSITIONAL PHRASE!"

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

BUGS: (YAY!)

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	PROD #
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ACTION

BUGS LOWER THEIR ARMS

DIAL

CREEPIE: "I'M JUST GLAD YOU GUYS ARE OKAY."

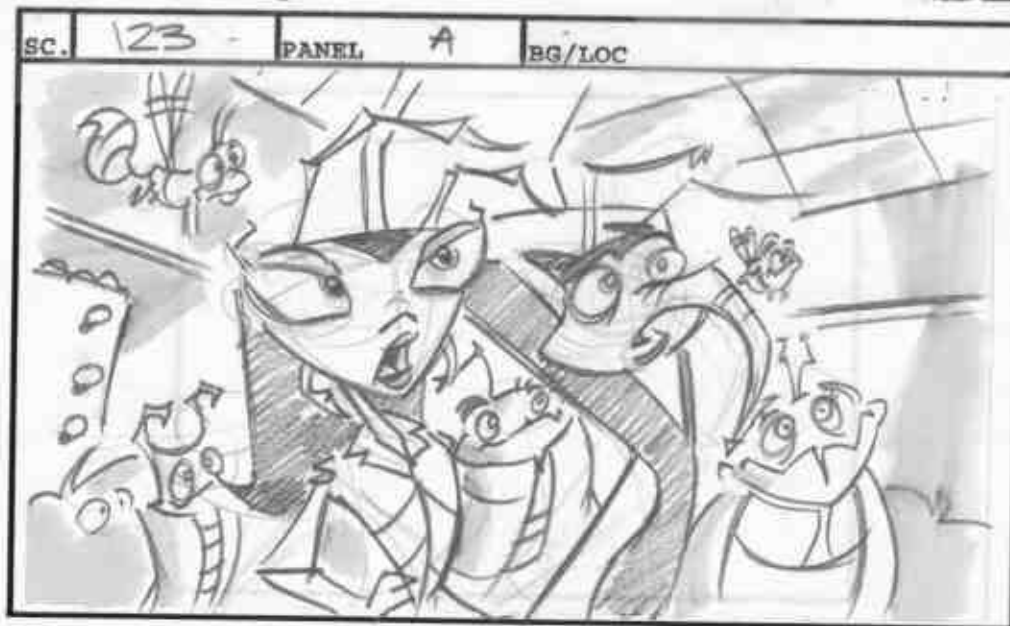
FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

[CUT]



ACTION

DIAL

CHAROLEENA: WHAT DO YOU MEAN? OF COURSE WE'RE OKAY.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

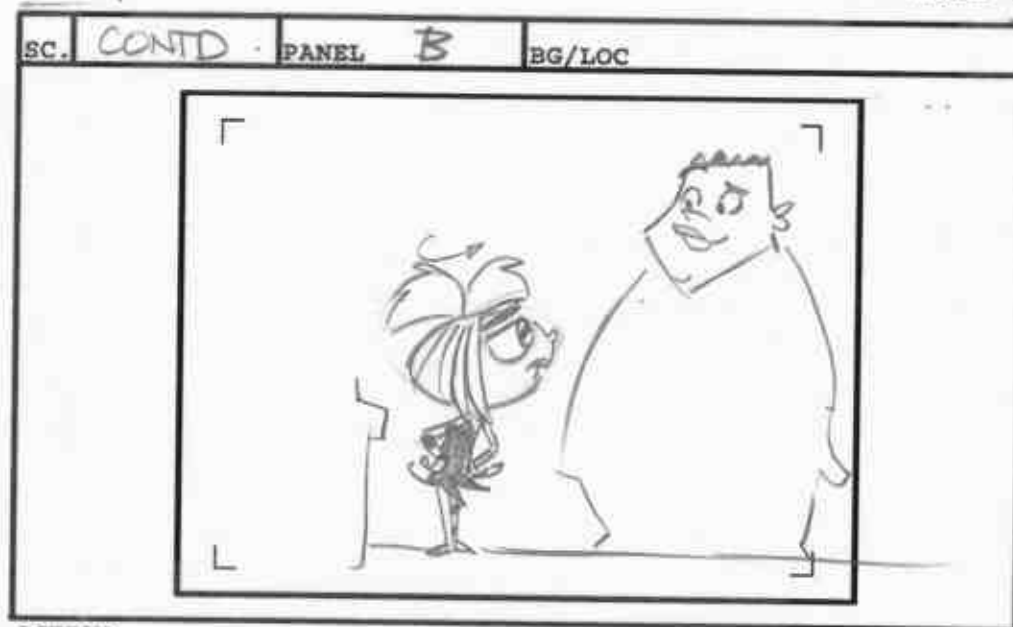
FINAL
PROD #

growing
UP
CREEPIE

CUT



ACTION



ACTION



CREEPIE:

(A) WE KNEW YOU WERE AROUND
HERE SOMEWHERE ALL THE TIME ...
(A)

DIAL

„RIGHT BUDGE?“

FX:
SFX:

DIRECTOR'S NOTES

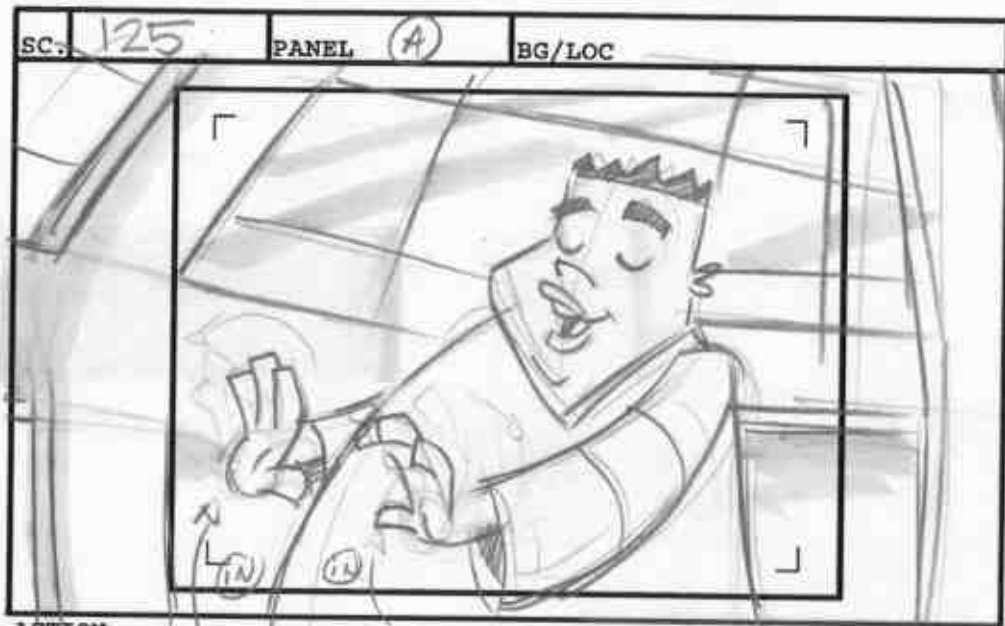
SLUG NOTES

SLUG NOTES

FINAL

PROD #

CW
HU



ACTION

HU

CYCLE HANDS
BACK & FORTH

(A) → (A1)

(A1)



DIAL

BUDGE: "NEVER DOUBTED
IT FOR A MINUTE.."

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

SHAKES HANDS

DIAL

... YOU JUST HEAR THESE CRAZY
STORIES SOMETIMES.

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing
UP
CREEPIE



ACTION

TEST
HU



ACTION

DIAL

SFX (DING DONG)

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

(HU)

DIAL

CREEPIE:

I'LL GET IT

FX:
SFX:

DIRECTOR'S NOTES

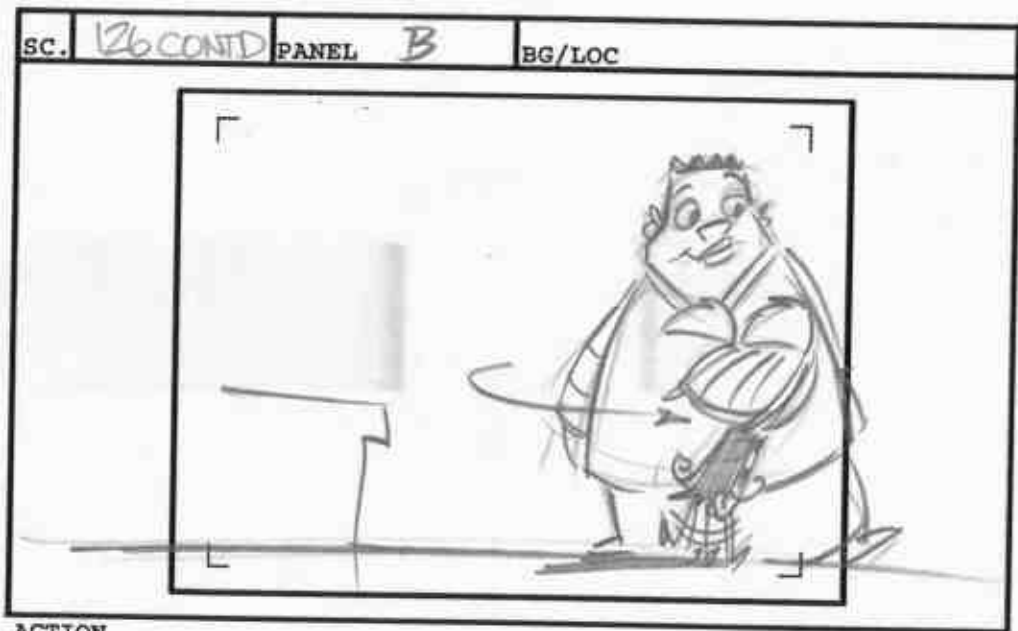
SLUG NOTES



ARMS
DOWN

FINAL

PROD #



ACTION

CREEPIE SKITTERS @S TOWARDS THE DOOR

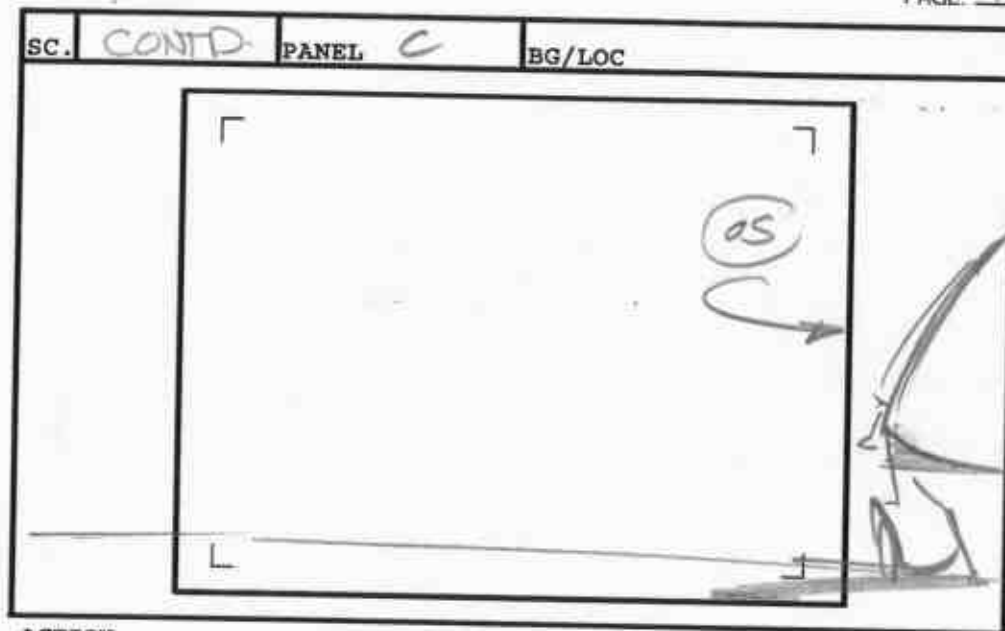
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BUDGE FOLLOWS...

DIAL

FX:

SFX:

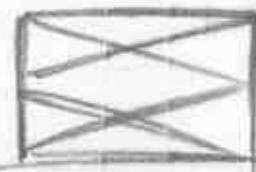
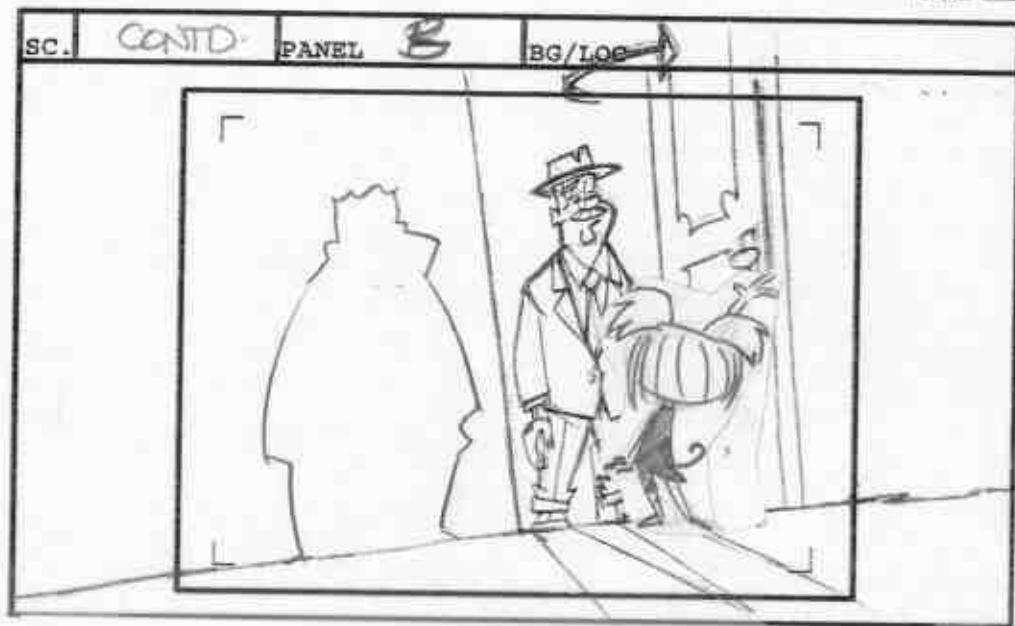
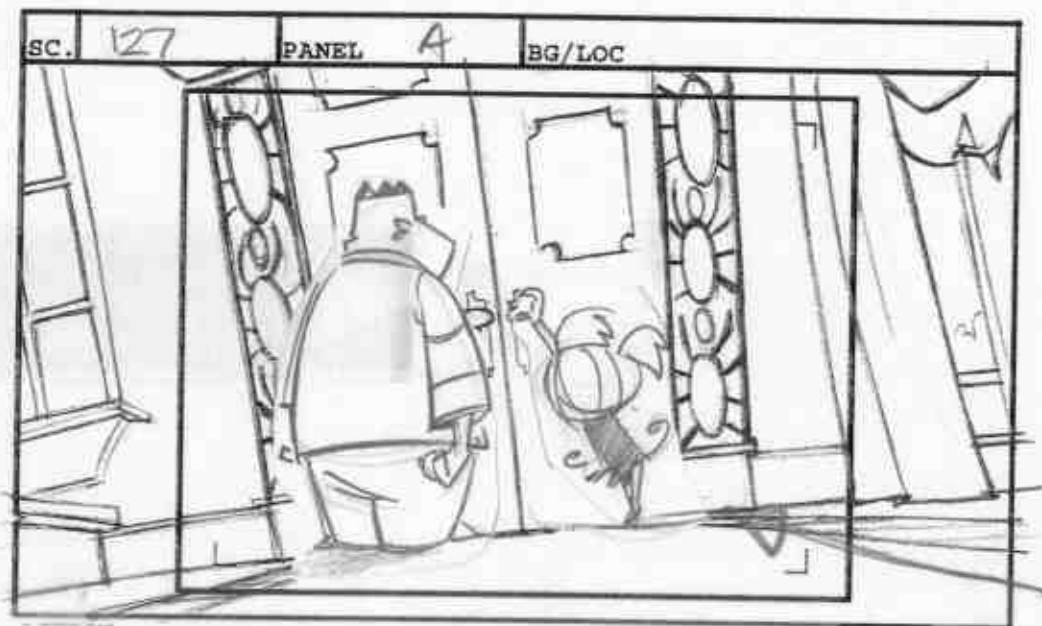
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing
UP
CREEPIE



X-DISS TO INT FOYER - DAY
CREEPIE OPENS THE DOOR.

REVEAL - BURT MCCREADY

FR

IOD #



ACTION

CLOSE ON BURT

HU



ACTION

BURT TIPS HIS HAT

SALES MAN:

HELLO. MY NAME IS BURT McREADY...

CONT

... DOOR-TO-DOOR VACUUM
CLEANER SALESMAN



PROD #



ACTION

DIAL

... I RANG EARLIER ...

FX:
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

DIAL

... BUT NO ONE ANSWERED ...

FX:
SFX:

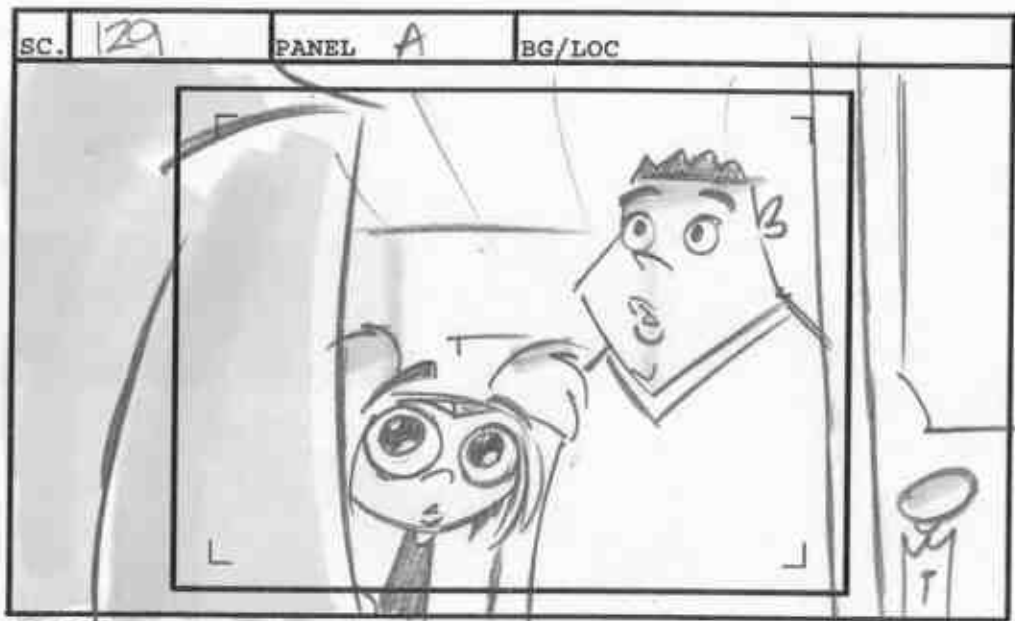
DIRECTOR'S NOTES

SLUG NOTES

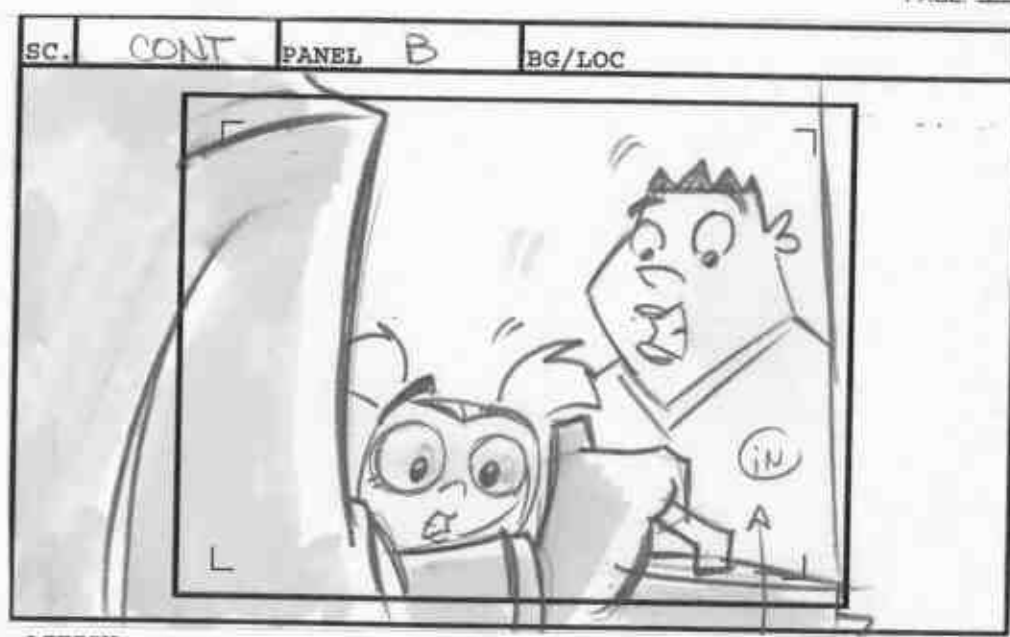
FINAL

PROD #

CUT



ACTION



ACTION

BERT LIFTS VACCUUM

(HU)

DIAL

BURT CONT

MAY I COME IN AND GIVE YOU...

FX:
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

... AND ALL YOUR FAMILY MEMBERS...

FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

WIDE ON BURT. STORM CLOUDS GATHER BEHIND HIM.

DIAL

BURT MCCREEDY: (CONT)

..AN IN HOME...

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

LIGHTENING FX & THUNDER

DIAL

SFX: <LIGHTNING!>

FX:

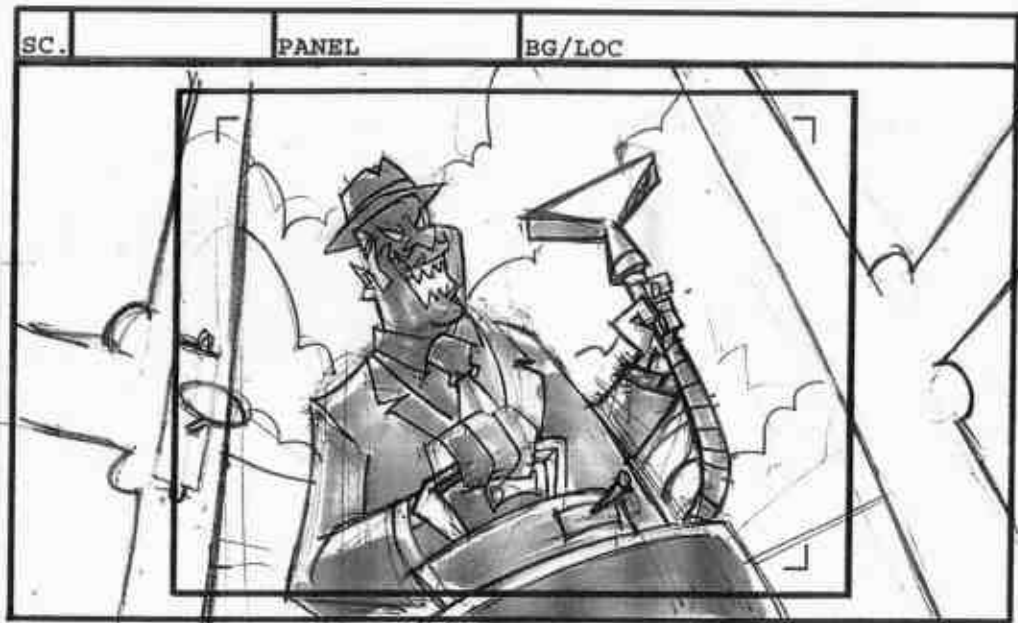
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

BURT'S EXPRESSION CHANGES

DIAL

FX:
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

BURT LEANS INTO CAMERA

DIAL

BURT: (CONTD)

... DEMONSTRATION?

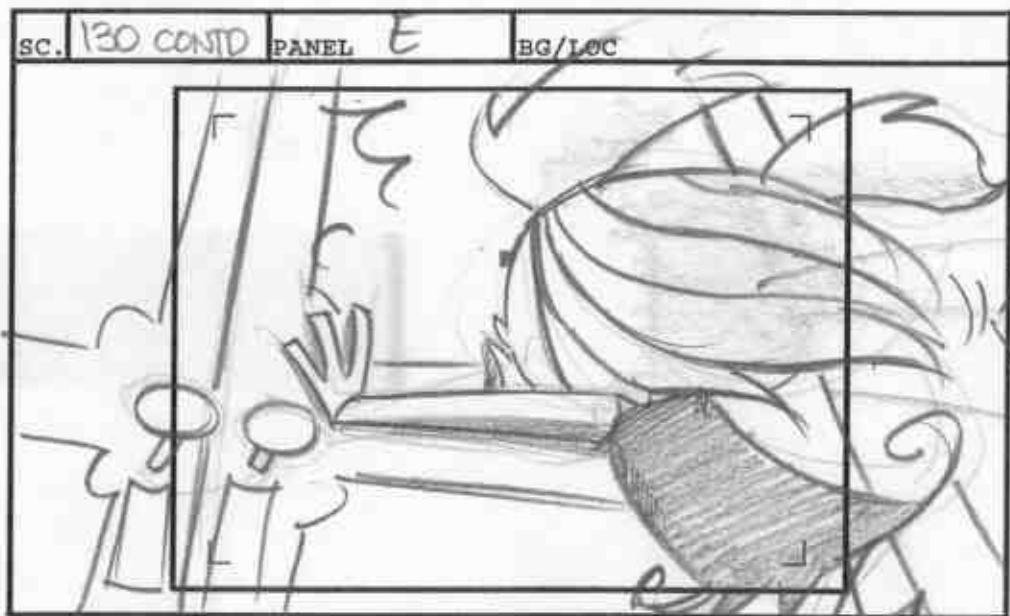
FX:
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE IN AND
 <SLAMS> THE DOOR!

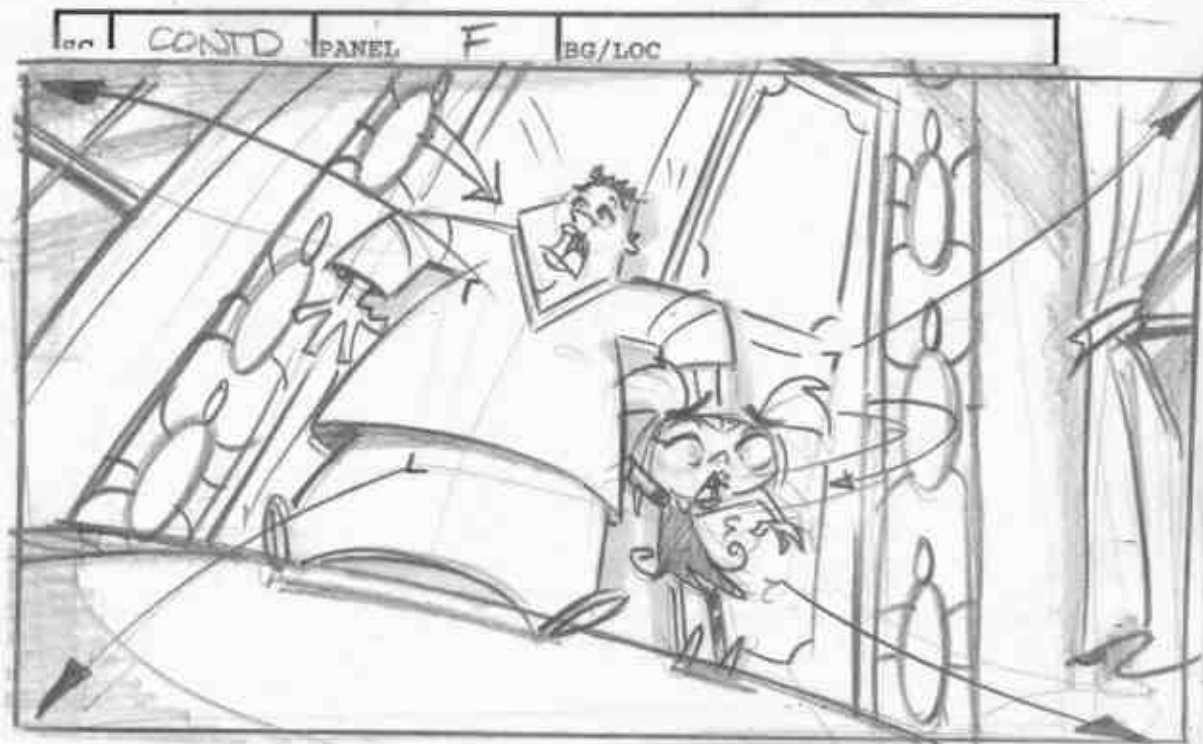
DIAL

FX:
 SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



DIAL

SPIRAL [TRK]-OUT

BUDGE/CREEPIE:

<SCREAM>

FX:
 SFX:

DIRECTOR'S NOTES

SLUG NOTES



FADE
 OUT

FINAL

PROD #