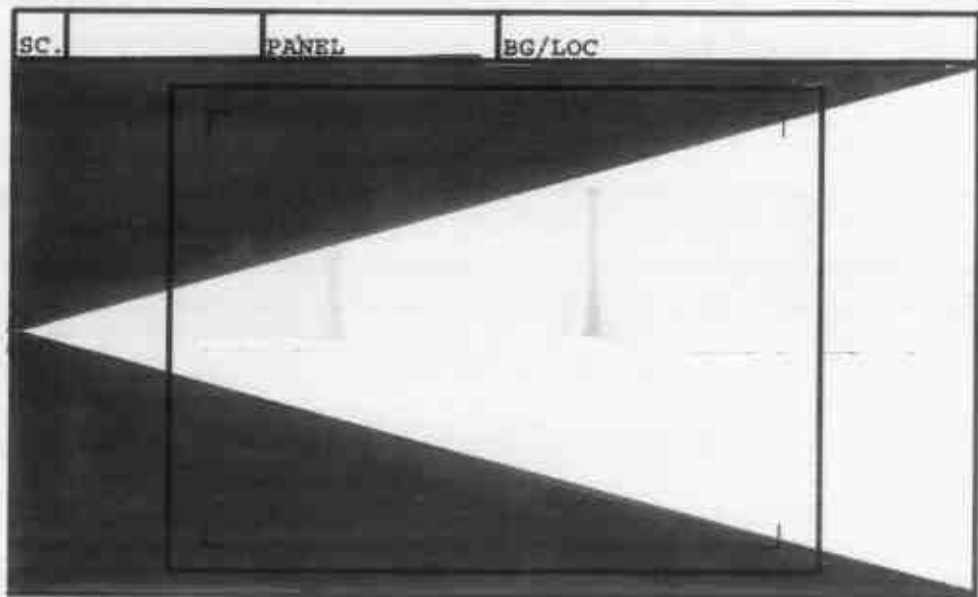


growing  
UP  
CREEPIE



385-138- 'ROCK-A-BY-  
CREEPIE'

growing  
up  
creepie



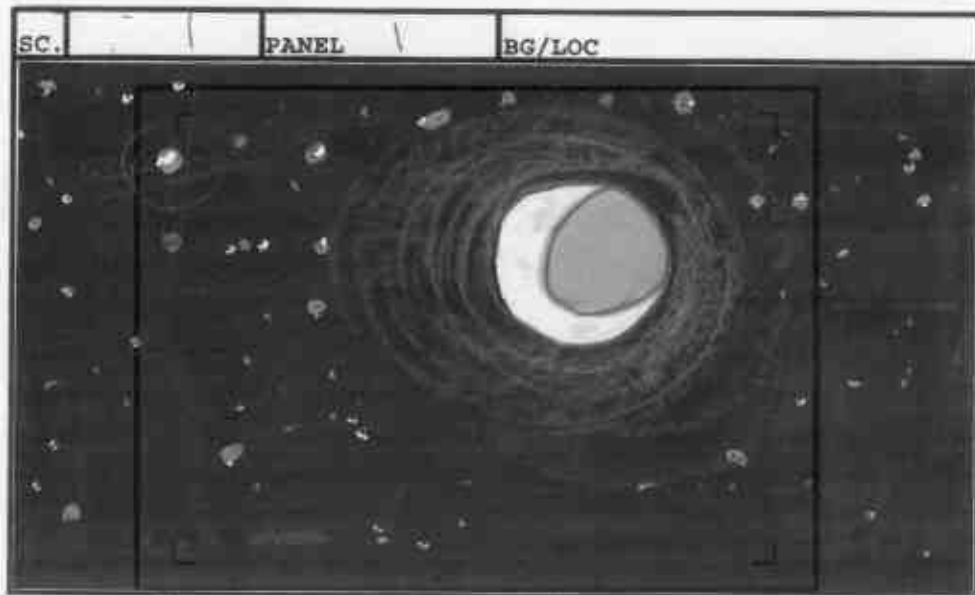
ACTION

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

A BEAUTIFUL MOONLIT SKY

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

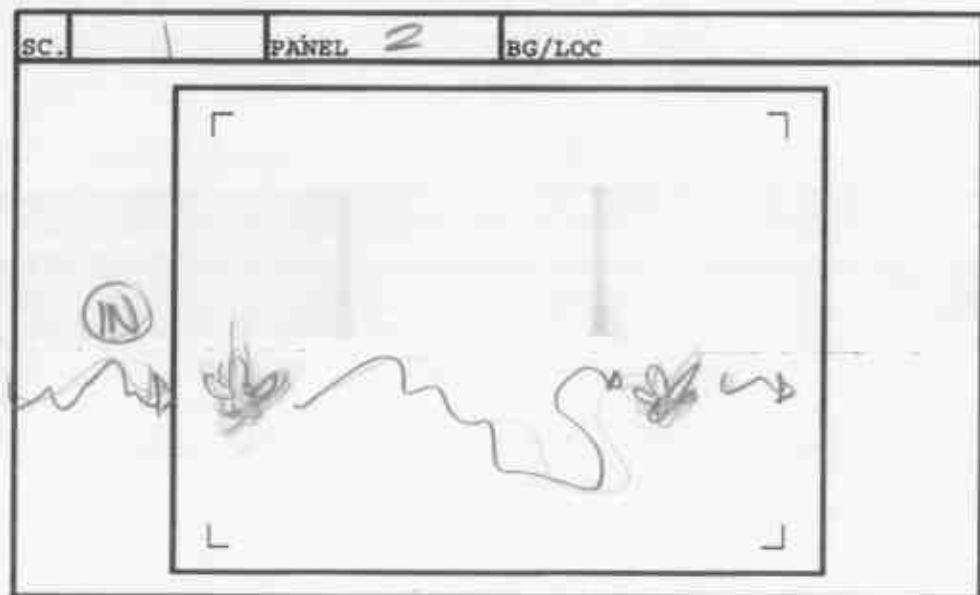
FINAL

PROD #

growing  
up  
creepie

SC: (CONTD) PNL 3

PAGE 2



ACTION

A MOTH FLIES ACROSS SCREEN

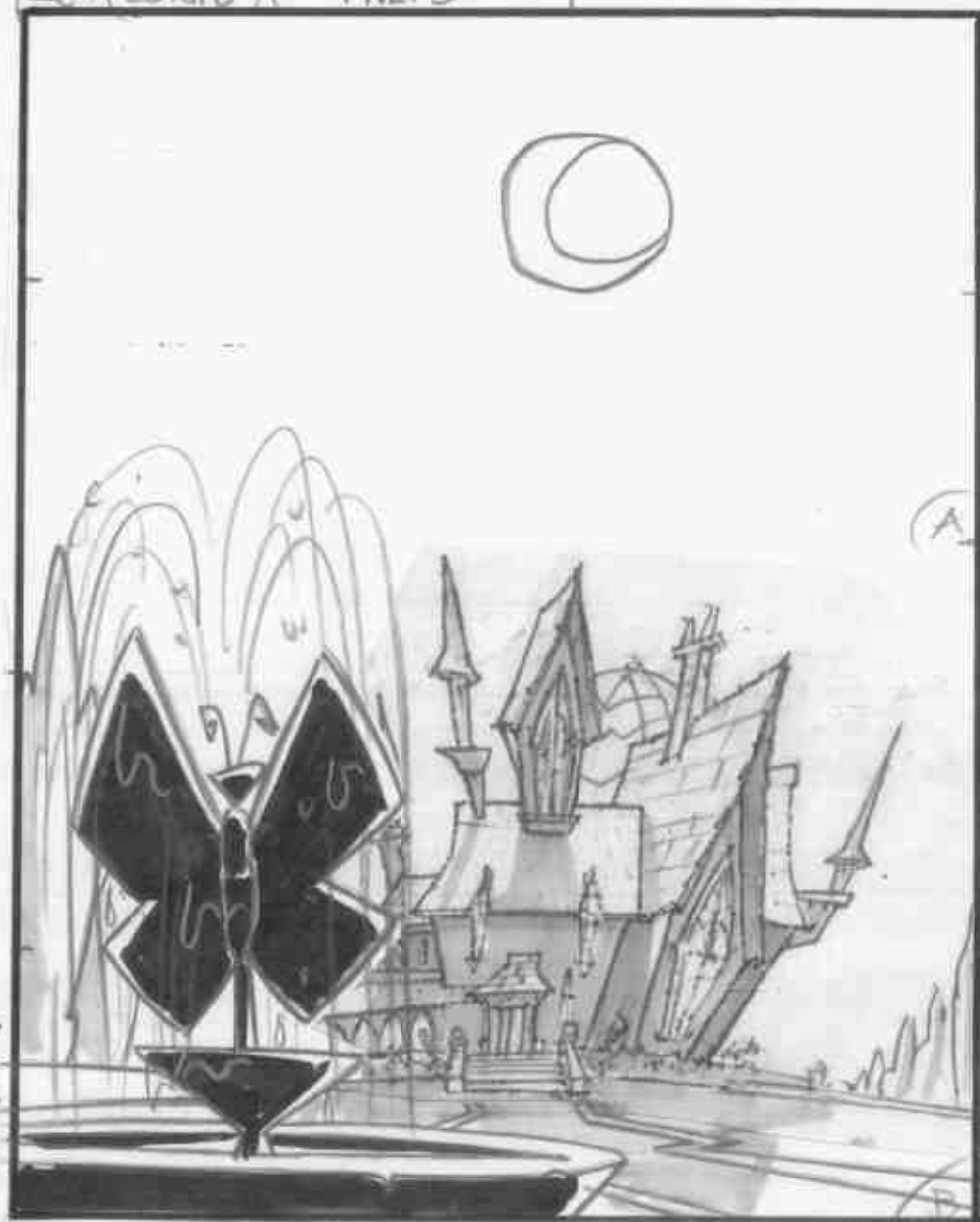
DIAL

FX:

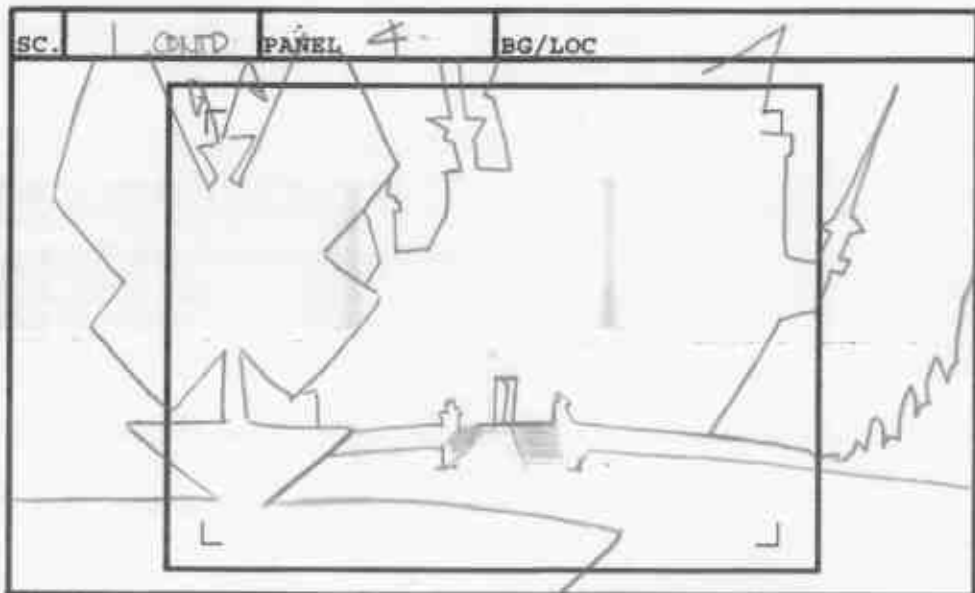
SFX:

DIRECTOR'S NOTES

SLUG NOTES



PRODUCTIONS



ACTION

THE FRONT DOOR SWINGS OPEN

DIAL

① CAROLEENA: (VO)

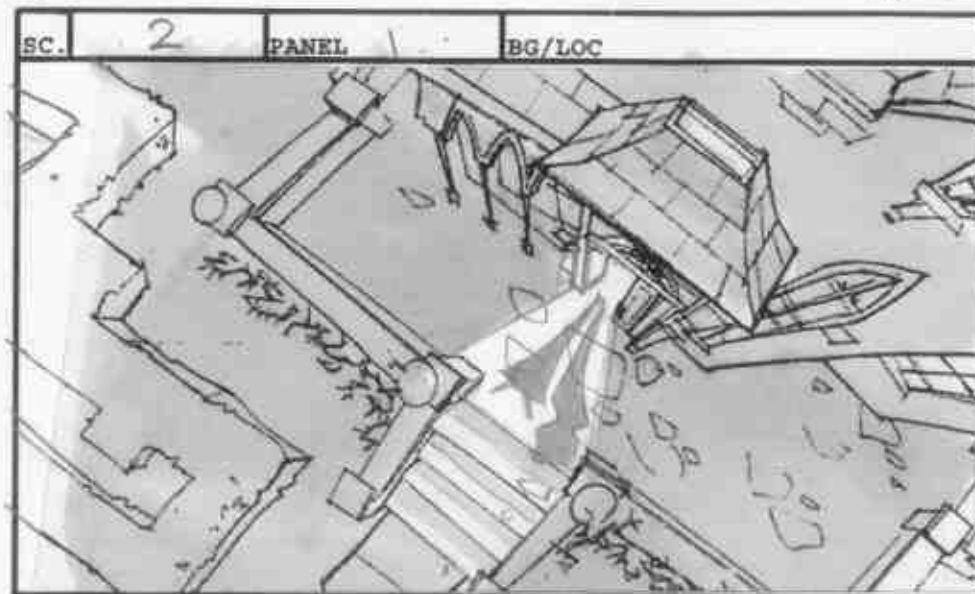
WELL, WE'RE OFF TO OUR SWING ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT. DWEEZWOLD MANOR ANGLE ON FRONT DOOR

DIAL

① CAROLEENA (VO) (CONTD)

... DANCING CLASS. MAKE SURE...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION



ACTION

CREEPIE NODS HER HEAD

DIAL

① CAROLEENA: (CONTD)

.. MAKE SURE TO PUT THE GRUBS TO BED..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

① CAROLEENA: (CONTD)

.. ON TIME, CREEPIE.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION



ACTION

DIAL CREEPIE:  
CHECK!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL CREEPIE: (CONTD)  
WILL DO!

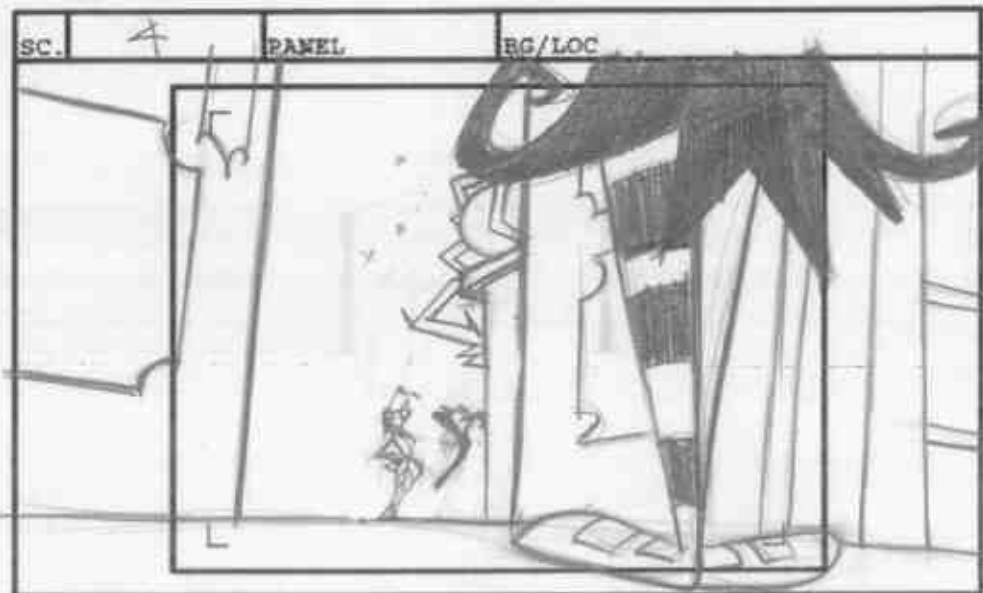
FX:  
SFX:

DIRECTOR'S NOTES

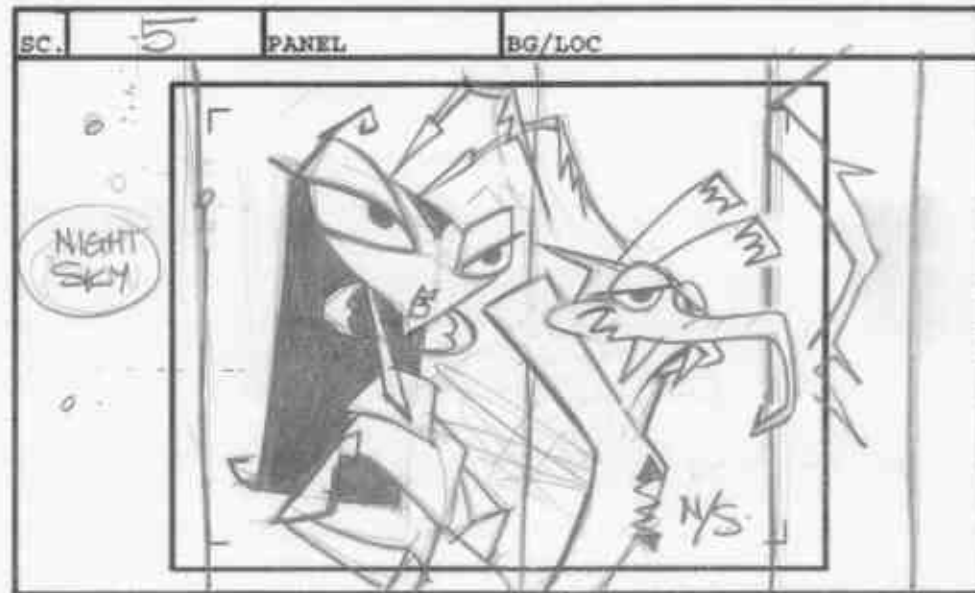
SLUG NOTES

FINAL

PROD #



HU



ACTION  
ANGLE PAST CREEPIE, ON VINNIE & CAROLEENA

ACTION  
CLOSER ON VINNIE & CAROLEENA

DIAL  
③ CAROLEENA  
OH, THEY'RE SOMETIMES RESTLESS BEFORE  
THEY GO TO SLEEP

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL  
③ CAROLEENA : (CONTD)  
A STORY ALWAYS HELPS

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

WIDE ON DOORWAY

DIAL

④ CREEPIE:

I GOT IT COVERED.

FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

AS CAROLEENA & DINNIE TURN & EXITS  
AS CREEPIE CLOSES THE DOOR.

DIAL

④ CREEPIE: (CONTD)

NIGHT, MOM. NIGHT, DAD.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

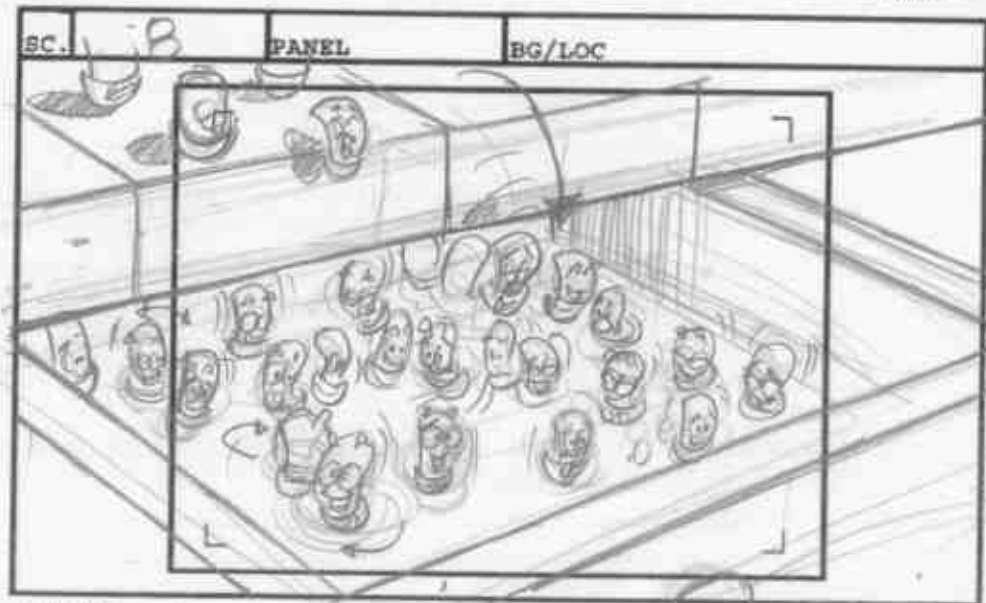
FINAL

PROD #





SC. 7 PANEL BG/LOC  
ACTION  
INT. KITCHEN - BABY SPIDERS SWING  
BACK AND FORTH



SC. 8 PANEL BG/LOC  
ACTION  
ANGLE ON DRAWER  
PANDEMONIUM REIGNS

DIAL  
5

ADD MORE  
SPIDERS

FX:  
SFX:  
DIRECTOR'S NO:

SLUG NOTES

SLUG NOTES

DIAL

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

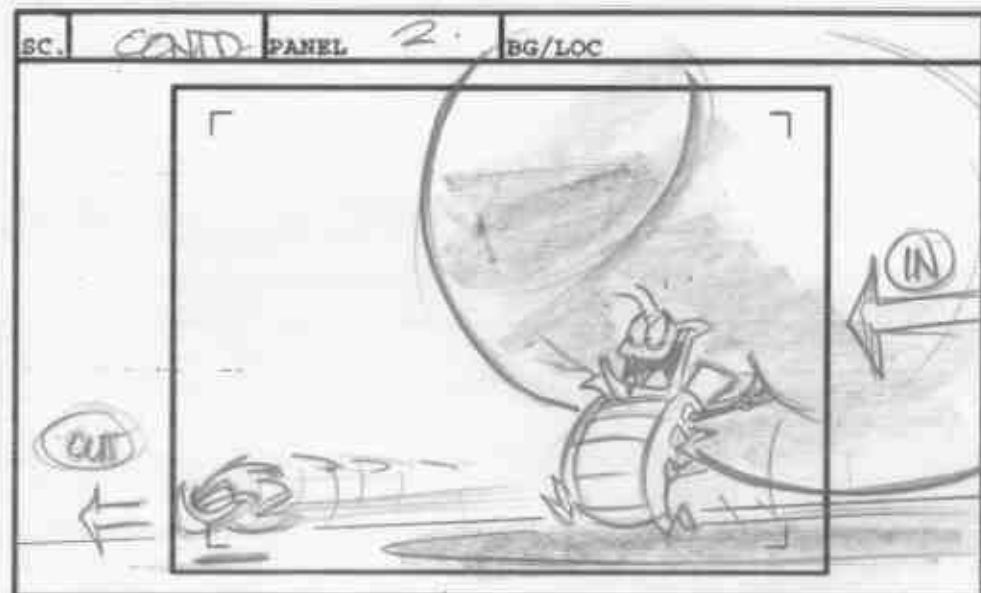


ACTION INT. KITCHEN  
 ANGLE ON COUNTER. IN THE BACKGROUND  
 THE FAR COUNTER IS ALIVE WITH JUMPING  
 LARVAE. SPIDERS SWING ABOUT NEAR  
 THE CILING.  
 DIAL

FX:  
 SFX:  
 DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



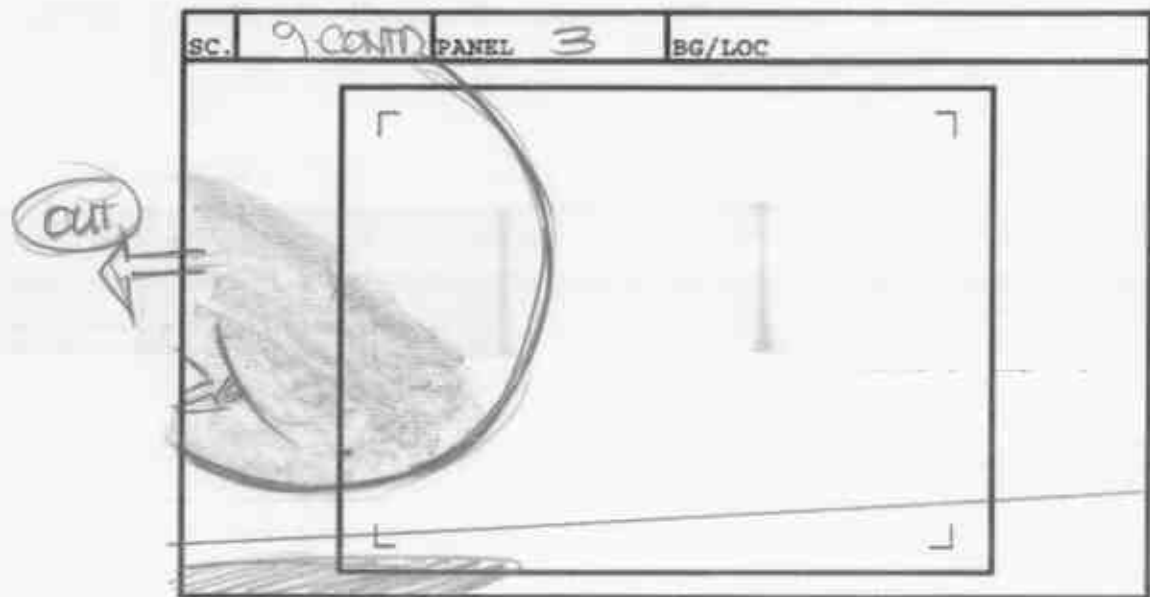
ACTION  
 PAULIE, CARRYING A MARSHMALLOW,  
 CHASES GNAT THROUGH SCENE  
 DIAL

FX:  
 SFX:  
 DIRECTOR'S NOTES

SLUG NOTES

① Gnat in first

FINAL  
 PROD #



SC. 9 CONTD PANEL 3 BG/LOC

ACTION

BOTH CLEAR THE SCENE

DIAL

FX:

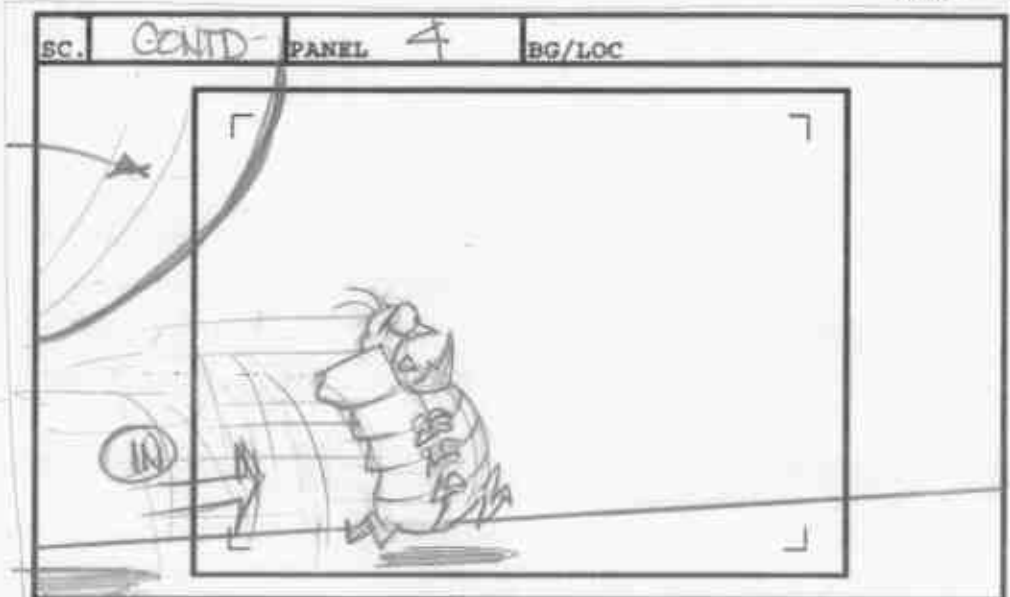
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

(HOLD A BEAT)  
LARVAE & SPIDERS  
CONTINUE TO FROLIC  
ABOUT IN BG.



SC. CONTD PANEL 4 BG/LOC

ACTION

PAULIE RAEFS IN FOLLOWED BY  
THE MARSHMALLOW.

DIAL

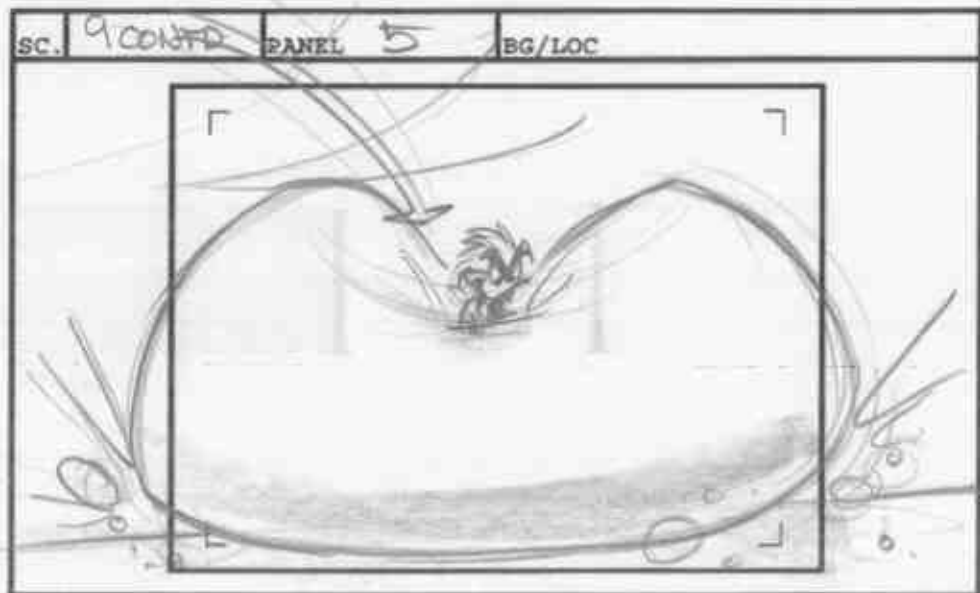
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

**PHHUMP!**  
GNAT SLAMS PAULIE WITH THE MARSHMALLOW

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON KITCHEN DOOR

DIAL

FX:  
SFX:

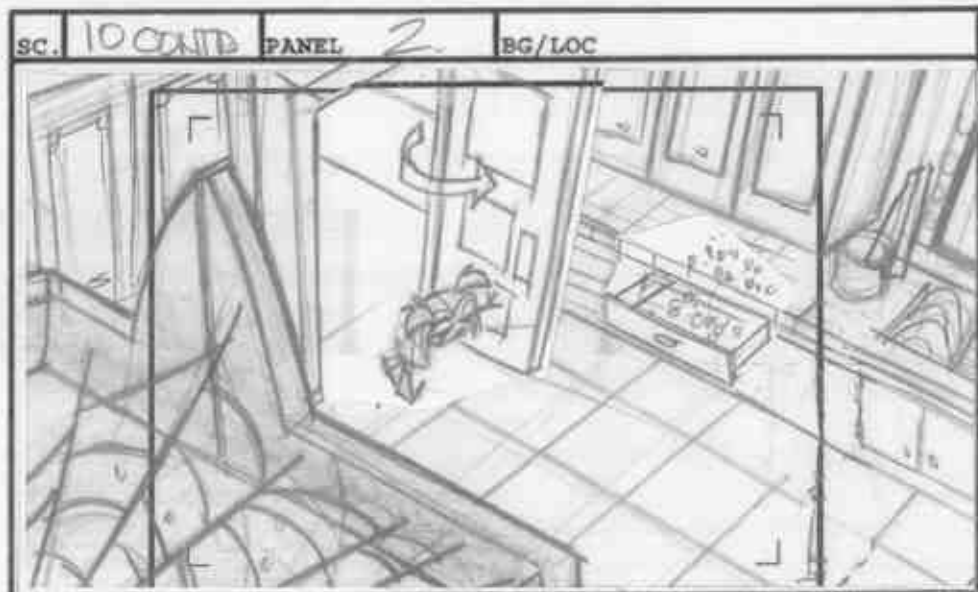
DIRECTOR'S NOTES

SLUG NOTES

	FINAL
PROD #	



growing  
up  
creepie



ACTION

CREEPIE ENTERS.

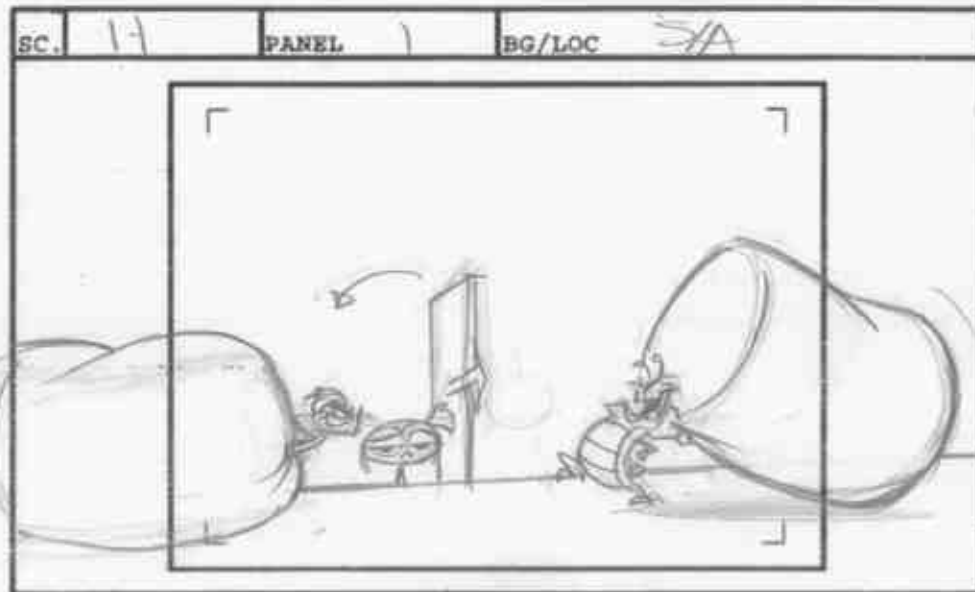
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON COUNTER TOP PAULIE AND  
GNAT FLAIL AWAY AT EACH OTHER .. "PILLOW FIGHT"  
CREEPIE WALKS FORWARD.

DIAL

FX:

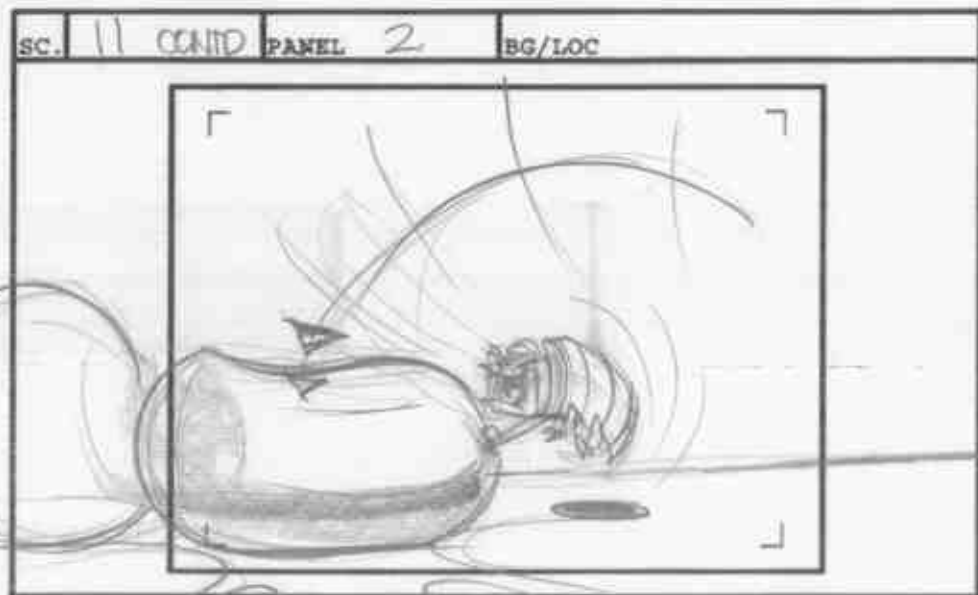
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

PAULIE SLAMS GNAT WITH HIS MARSHMALLOW

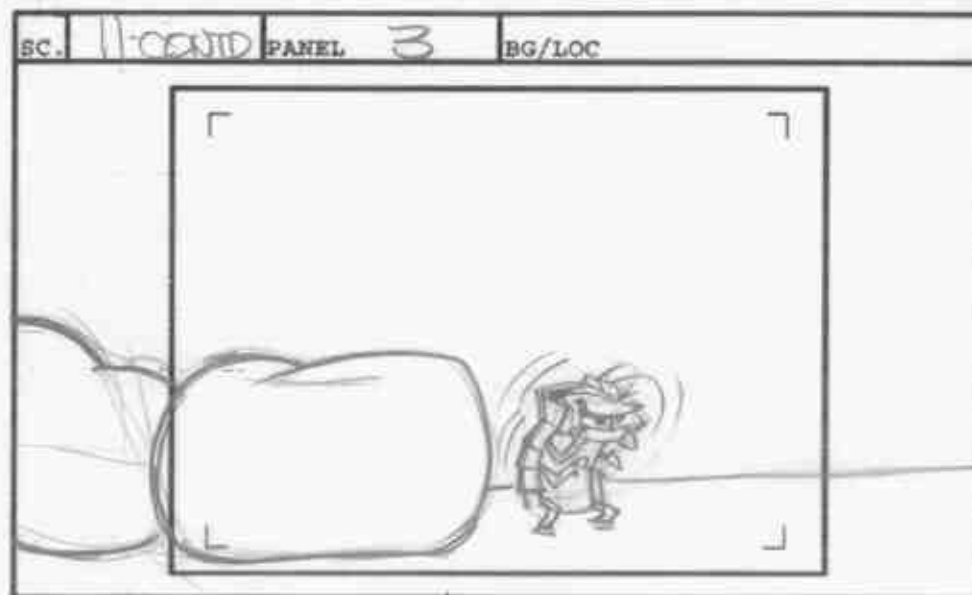
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

PAULIE SNICKERS

DIAL

FX:

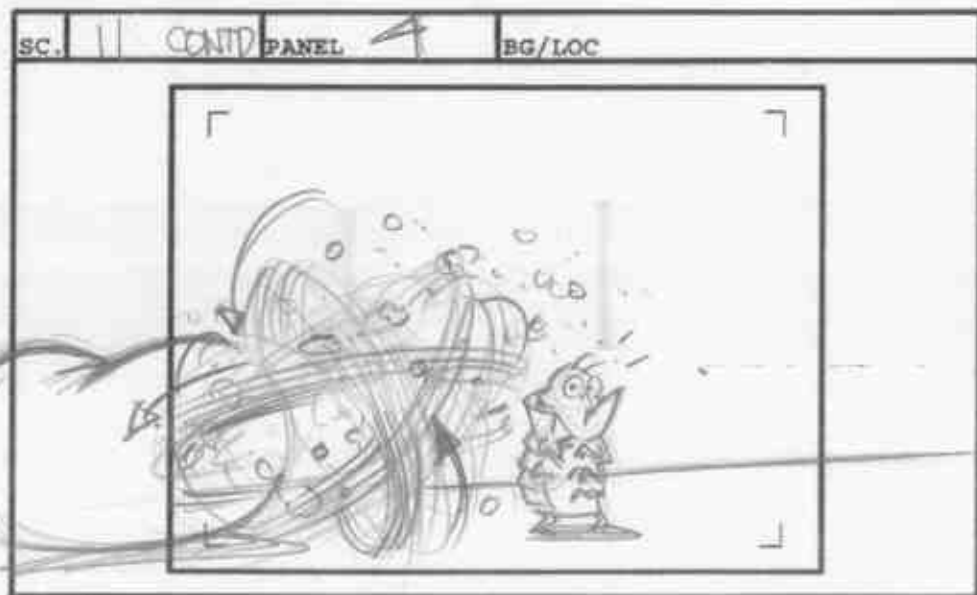
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



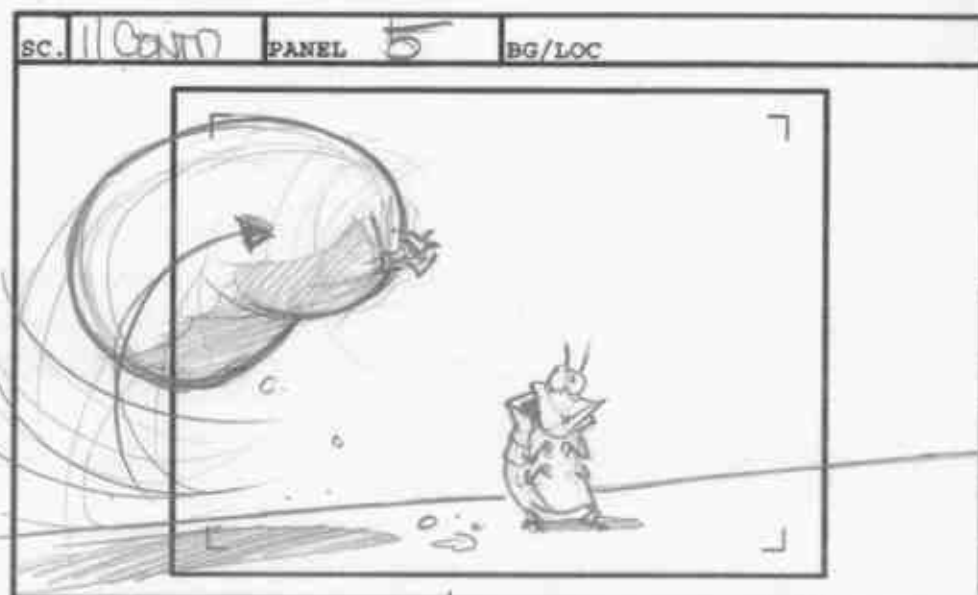
ACTION  
PAULIE REACTS AS GNAT EATS HIS WAY OUT OF THE MARSHMALLOW

DIAL  
SFX: <BUZZ SAW>

FX:  
SFX:  
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



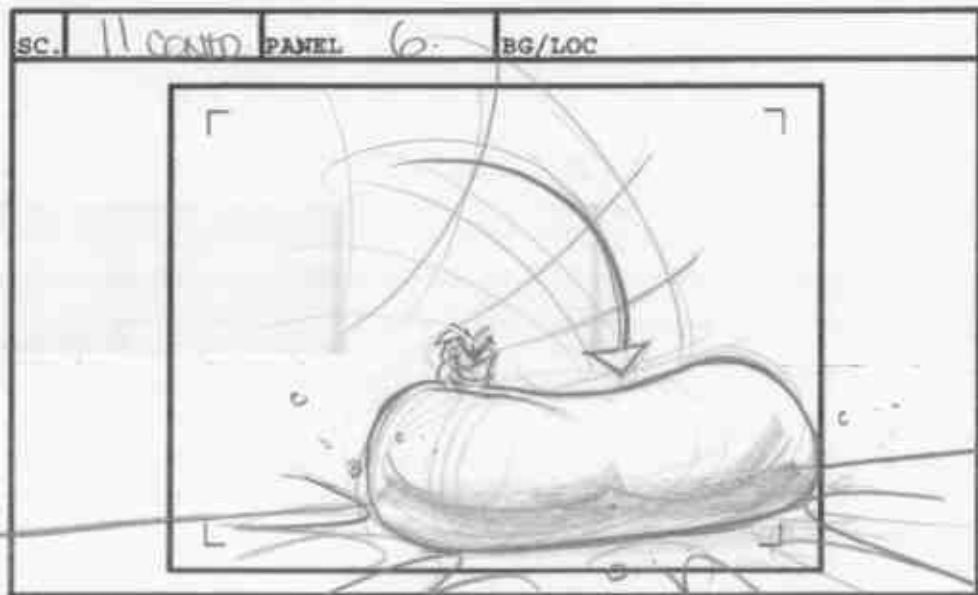
ACTION  
GNAT GRABS HIS MARSHMALLOW

DIAL

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

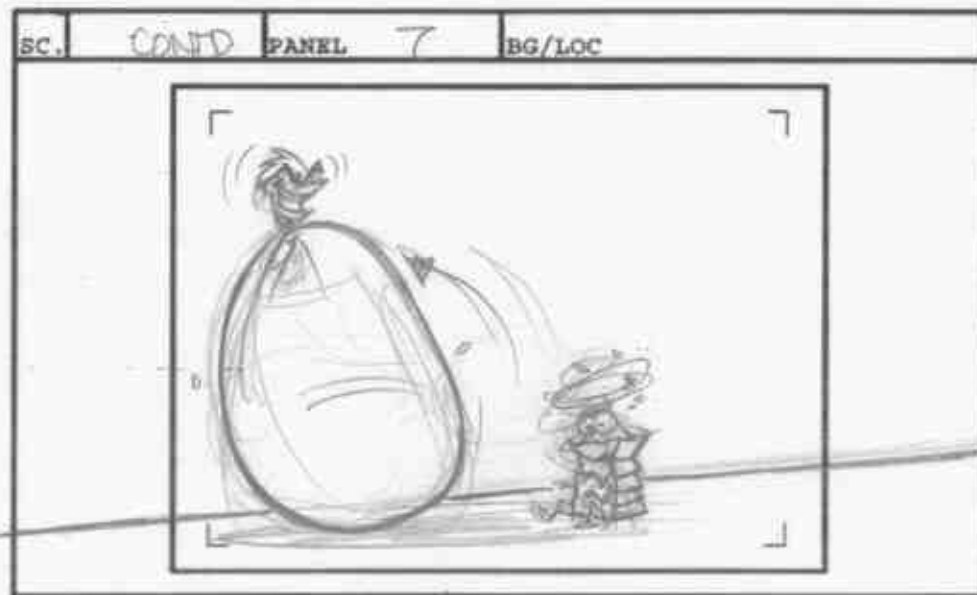
"SLAM!"

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

GNAT GIGGLES AS PAULIE SEES STARS.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION

ANGLE ON CREEPIE. THE WURME ARE STILL JUMPING UP & DOWN.

DIAL

⑥ CREEPIE:

CHILL OUT, EVERY BODY

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

⑥ CREEPIE: (CONTD)

IT'S BEDTIME!

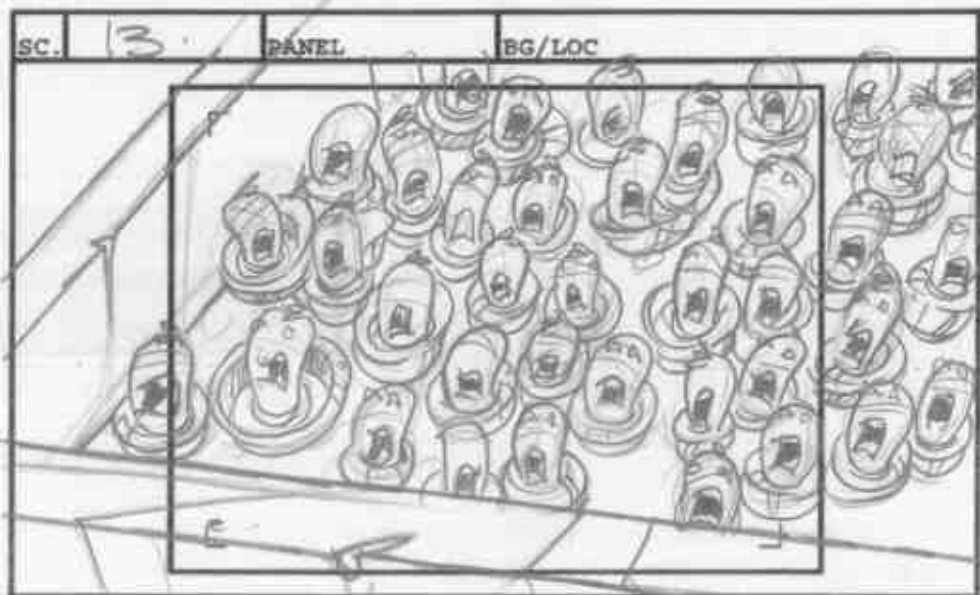
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
ANGLE ON DRAWER, FILLED WITH  
PROTESTING LARVAE IN THEIR NUT SHELL  
BEDS.

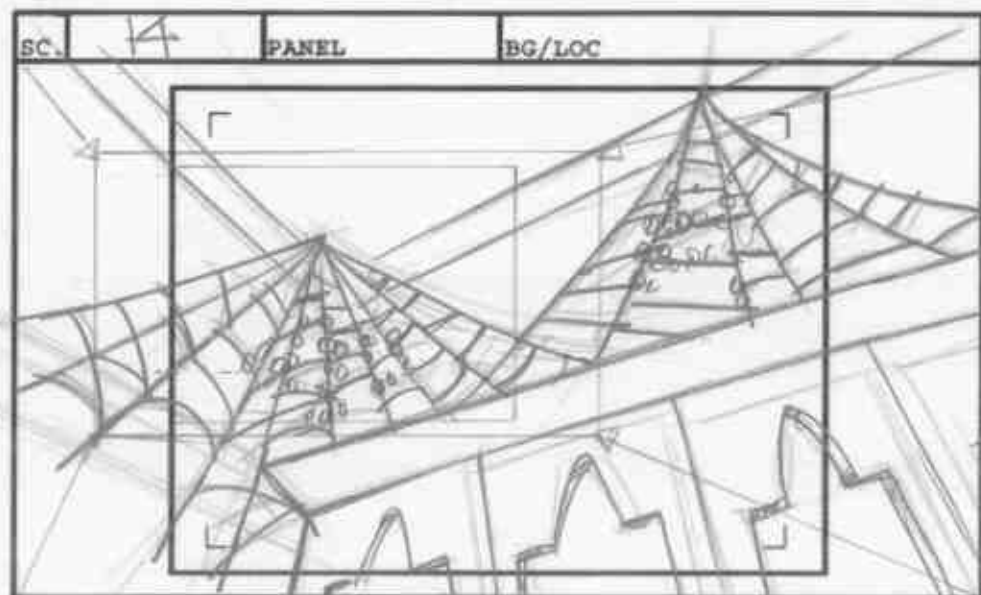
DIAL  
⑦ BABY BUGS: (PROTESTING)  
  
<WALLA> ~~~~~>

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION  
ANGLE ON CEILING - SPIDER WEBS  
FILLED WITH PROTESTING BABY SPIDERS  
TRUCK IN (A) (B).

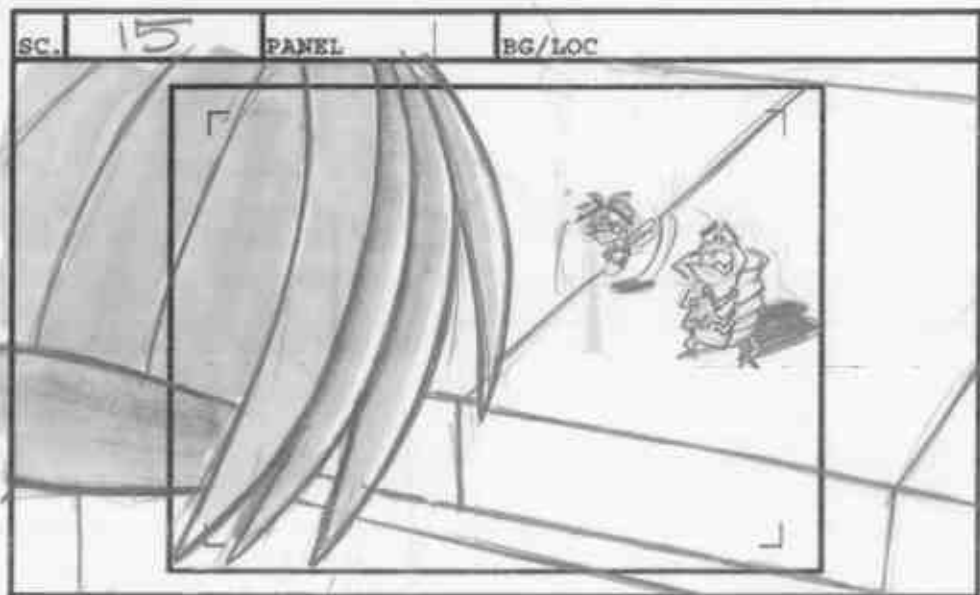
DIAL  
⑦ BABY BUGS: (CONTD)  
  
<WALLA> ~~~~~>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

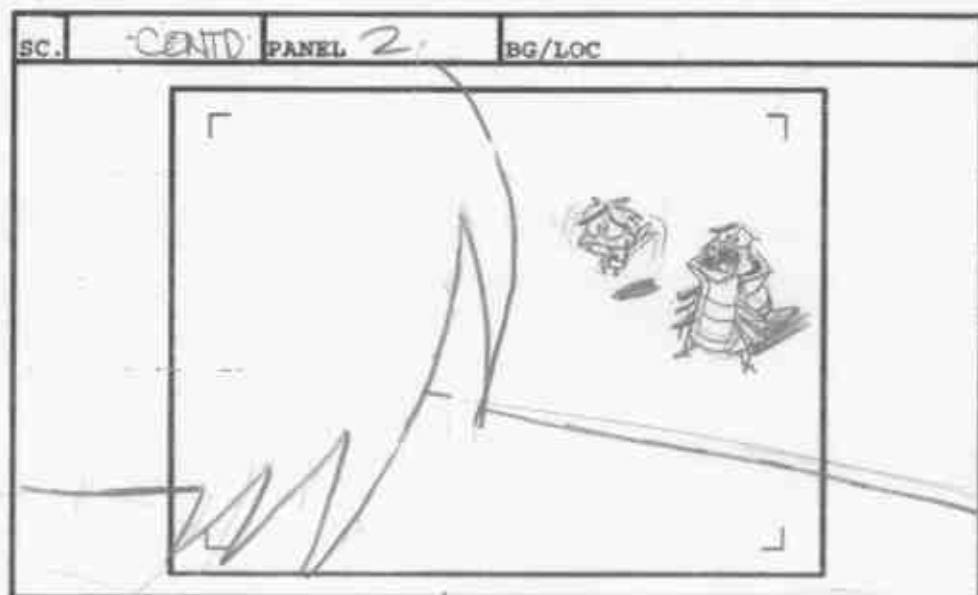
ANGLE ON COUNTER PAULIE & GNAT  
ARE PLEADING WITH CREEPIE

DIAL ⑧ PAULIE: (PLEADING)  
AW C'MON, CREEPIE!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL ⑧ PAULIE: (CONTD)  
FIVE MORE MINUTES!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
CLOSE ON PAULIE & DEFIANT GNAT

DIAL  
⑨ GNAT:

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
THEY TURN TO EACH OTHER

DIAL

FX:

SFX:

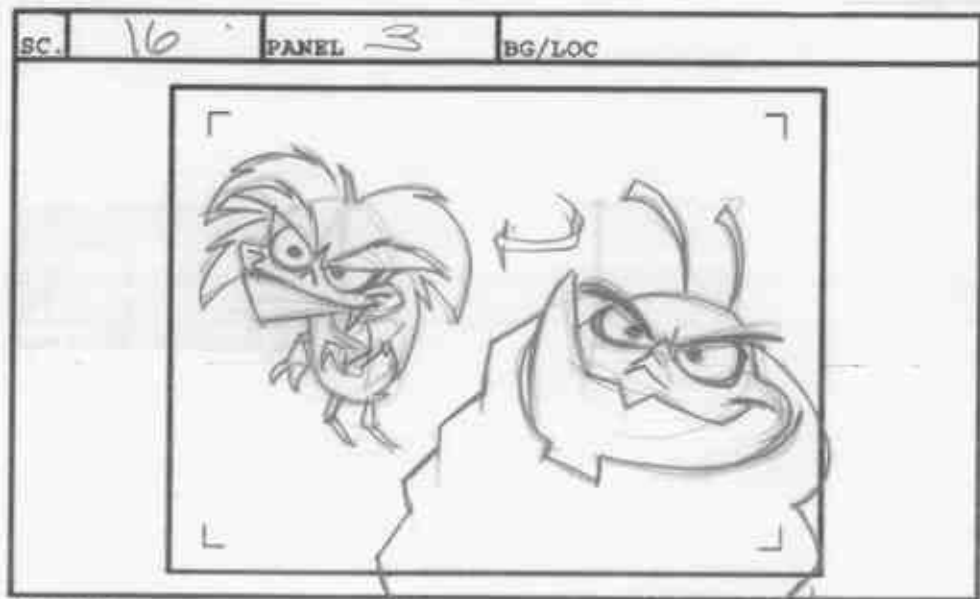
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION

GNAT & PAULIE LOOK UP AT OS CREEPIE  
DEFIANTLY.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE REACHS IN, GRABBING THE  
BOYS GENTLY.

DIAL

FX:

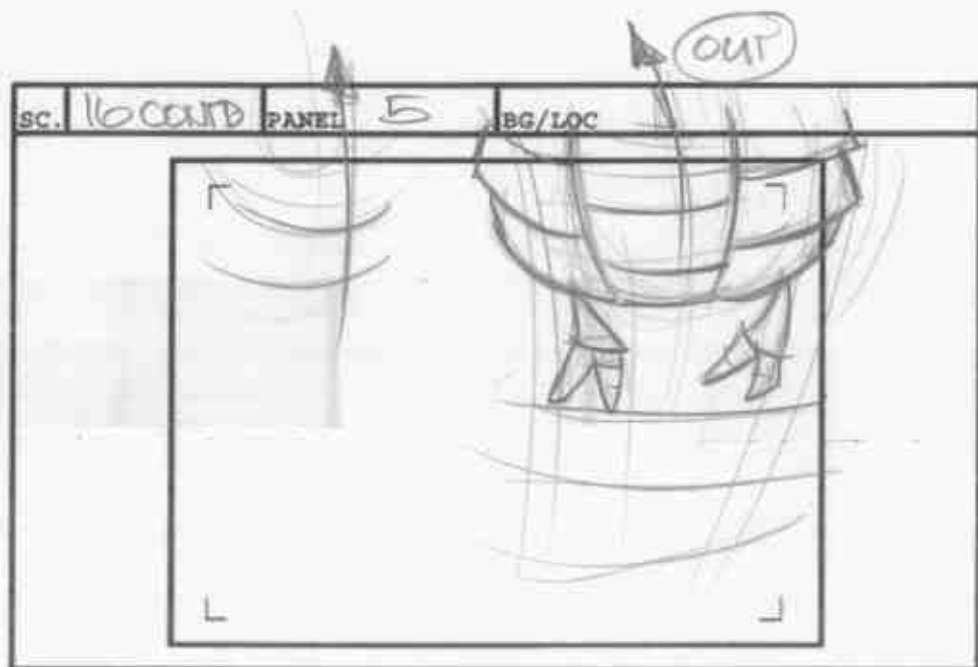
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

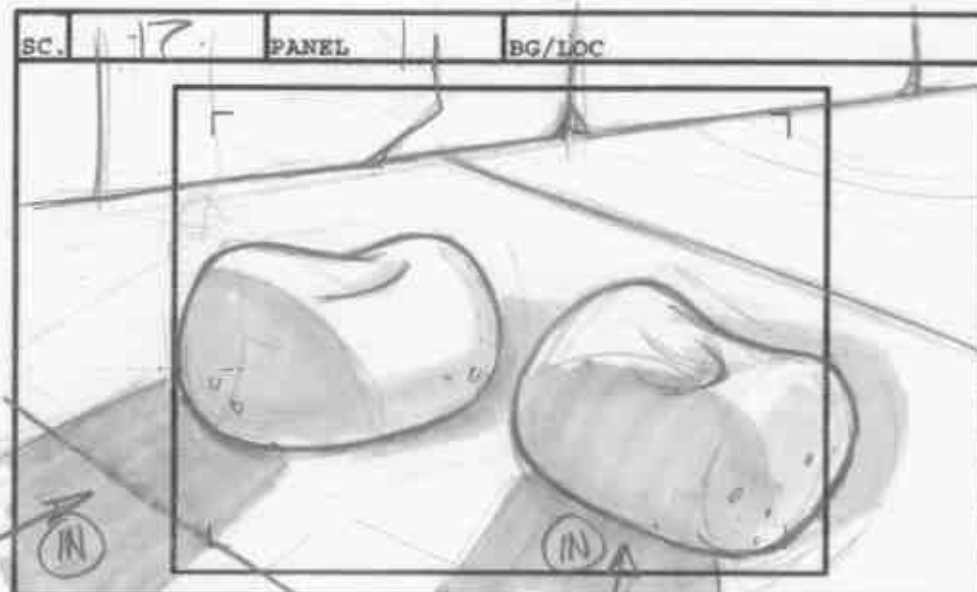
LIFTING UP AND OUT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON A COUPLE OF MARSHMALLOW  
BEDS ON A NEARBY COUNTER.  
TWO SHADOWS SLIDE IN

DIAL

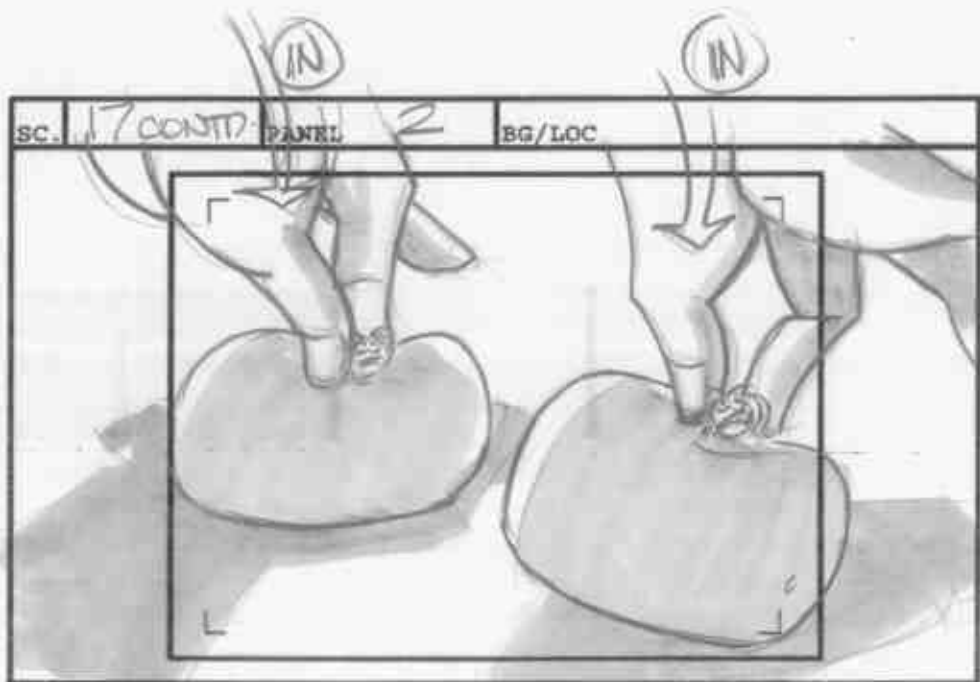
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE "TUCKS" GNAT AND PAULIE INTO BED

DIAL

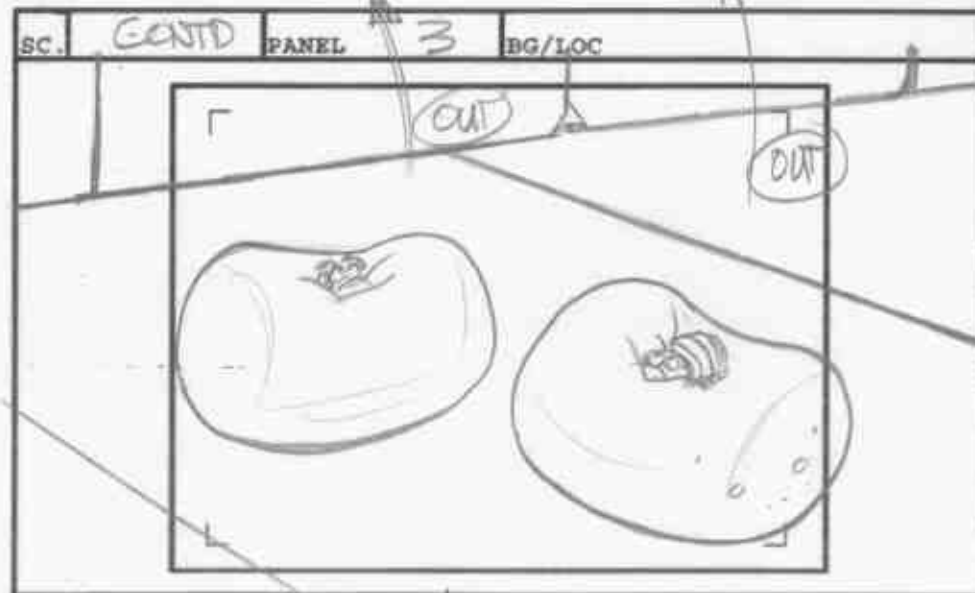
FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CREEPIE'S HANDS OUT  
(GNAT & PAULIE BLINK 2X)

DIAL

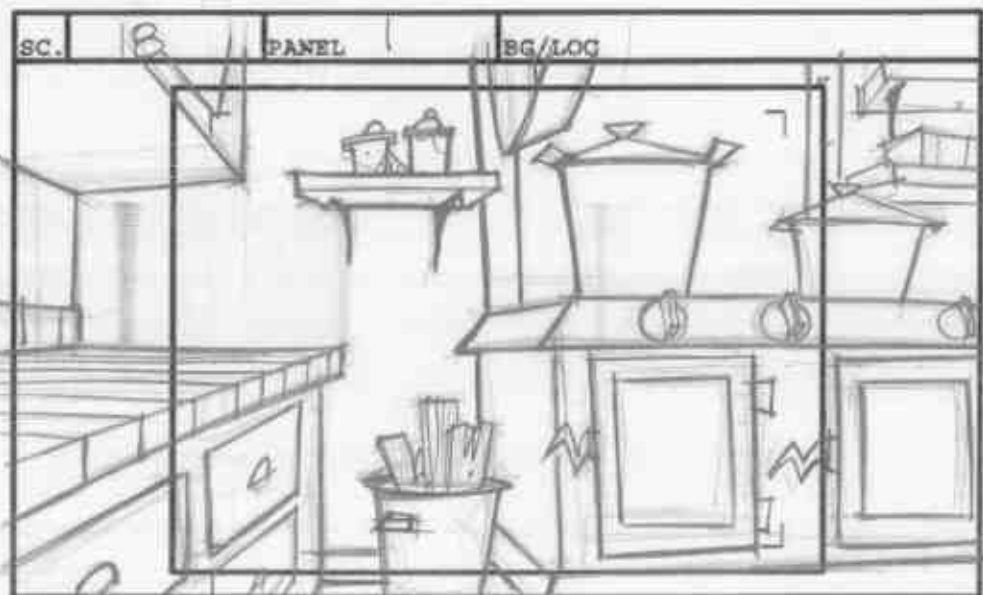
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



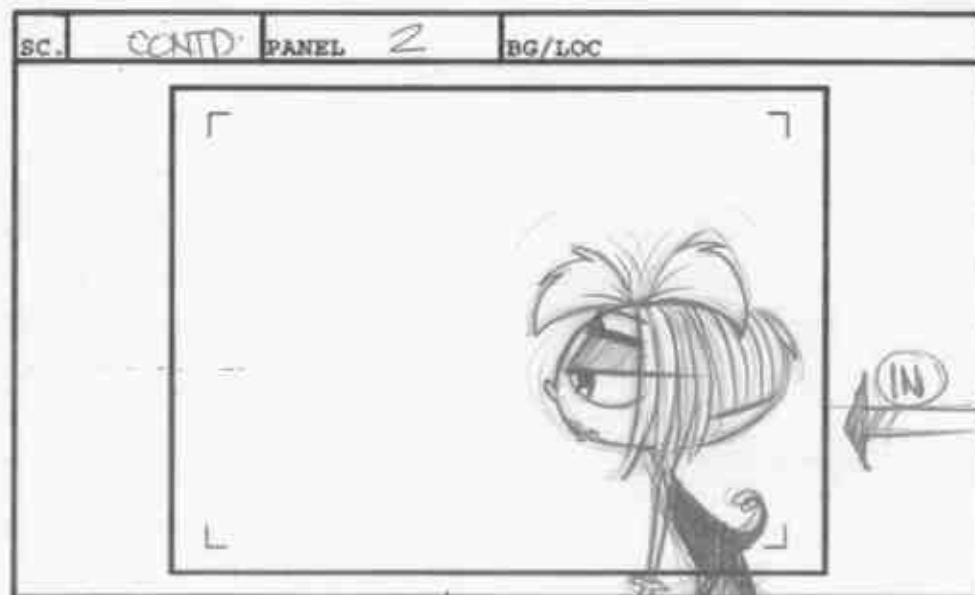
ACTION  
INT. KITCHEN - ANGLE ON COUNTER  
NEAR STOVE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
CREEPIE ENTERS

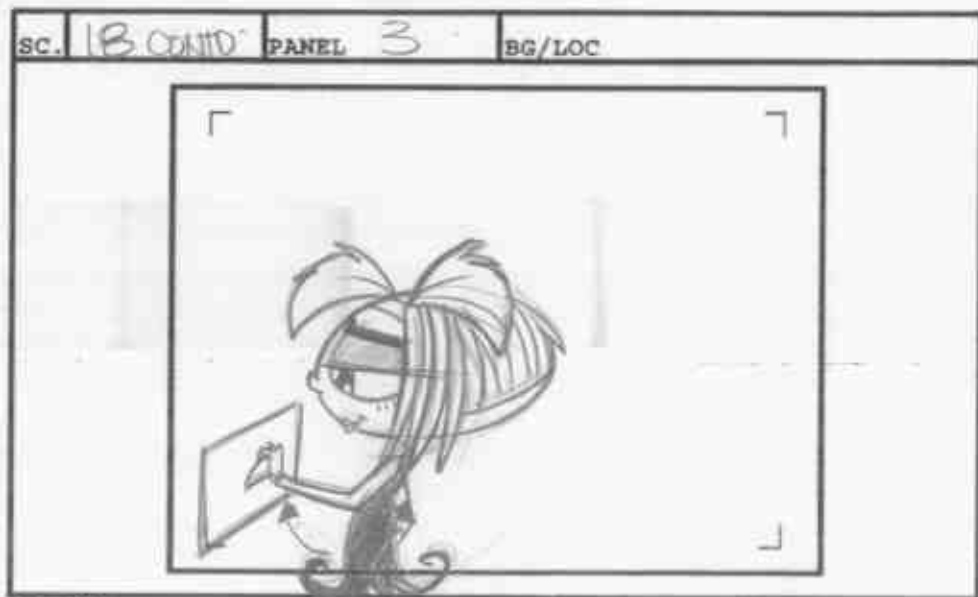
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
CREEPIE STOPS IN FRONT OF COUNTER  
AND REACHS FOR ONE OF THE DRAWERS

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
CREEPIE OPENS THE DRAWER

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

CREEPIE REACHS INTO THE DRAWER.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE PULLS AN OLD BOOK OUT.

DIAL

FX:  
SFX:

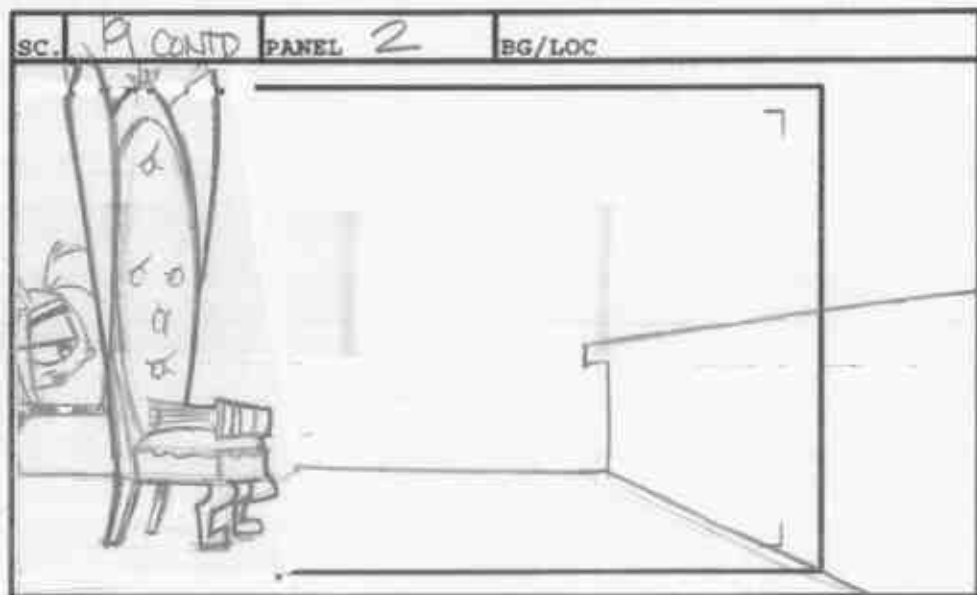
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD 8





ACTION

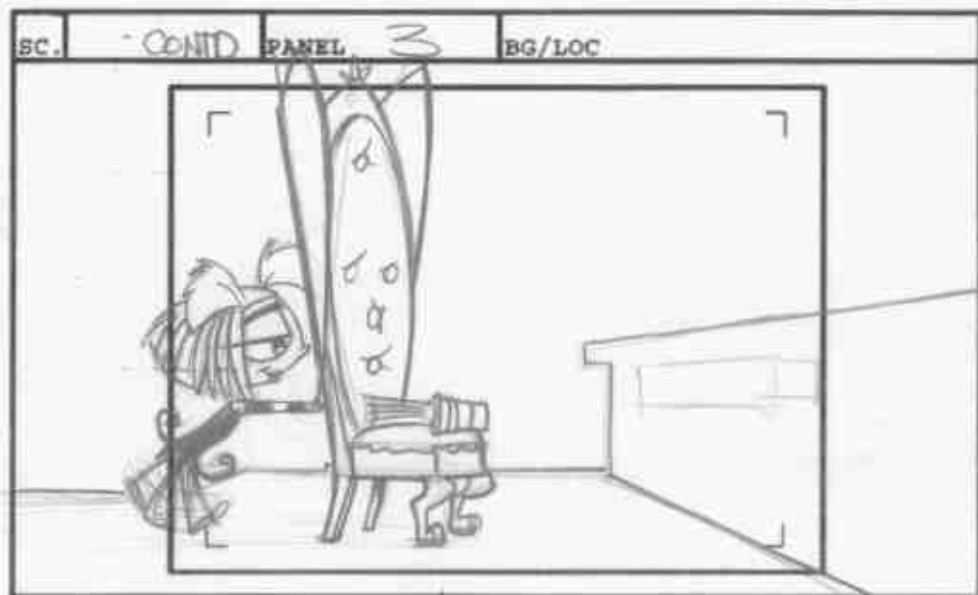
CREEPIE, PUSHING A HIGH BACK  
DINNER TABLE CHAIR, IN.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

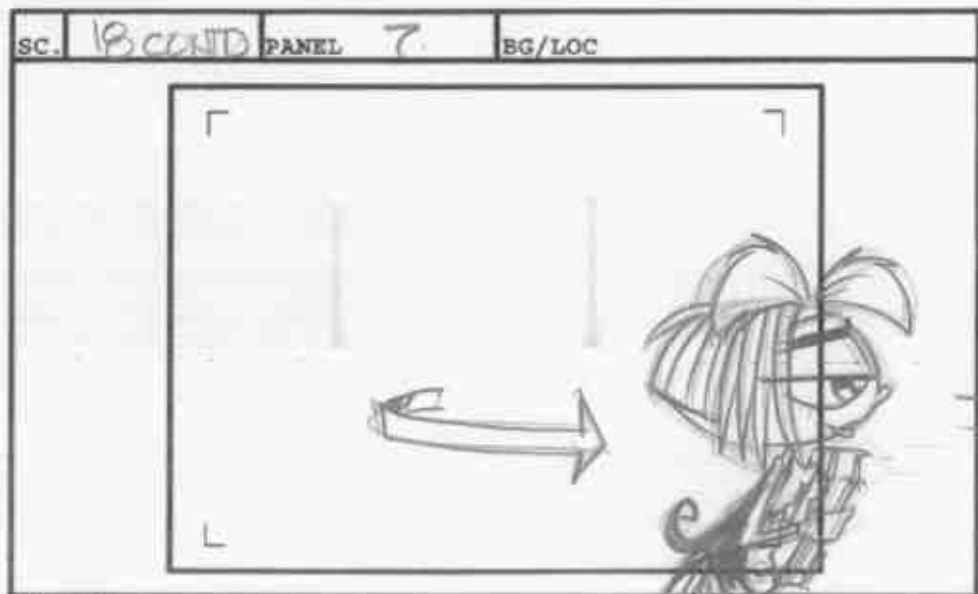
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CREEPIE TURNS & EXITS SCENE

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

REV. ANGLE ON KITCHEN AS A CHAIR SCRAPES ALONG THE LINOLEUM FLOOR

DIAL SFX: <CHAIR SCRAPING>

FX:

SFX:

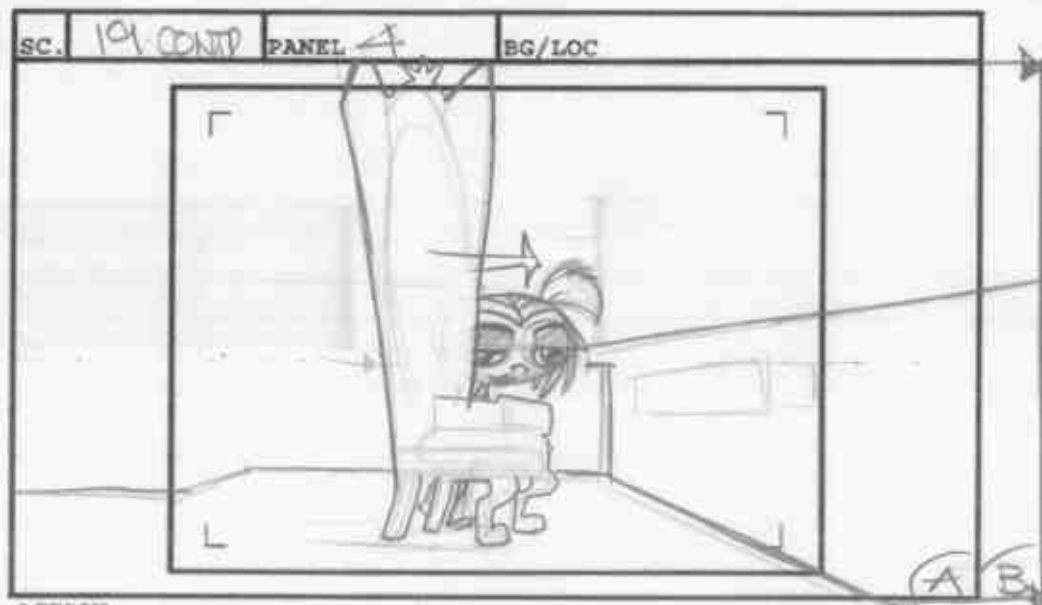
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION

SLIGHT SHIFT (A) (B) AS CREEPIE WALKS IN FRONT OF THE CHAIR

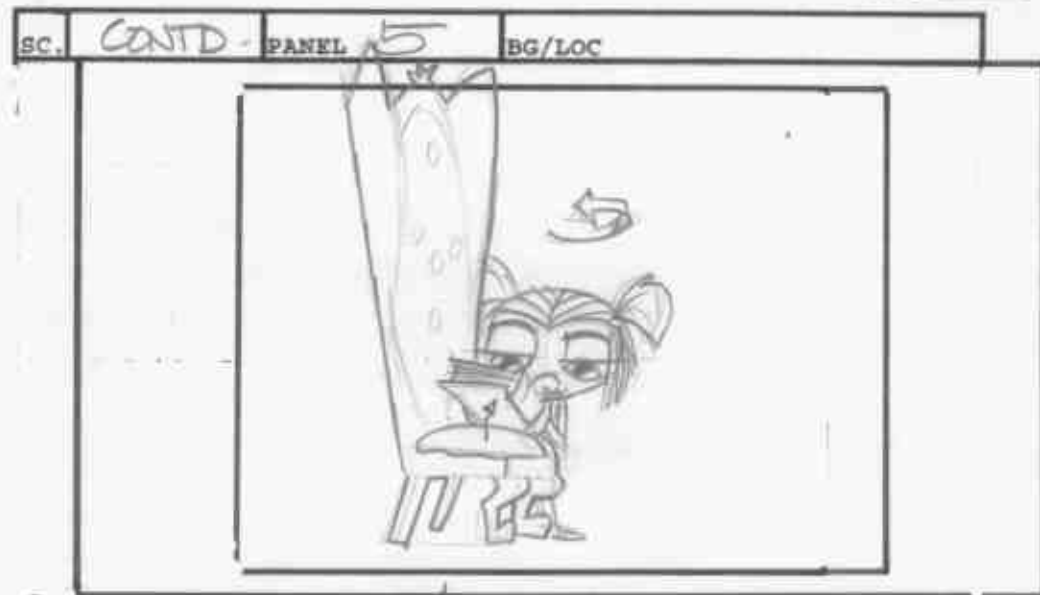
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE GRABS THE BOOK,

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING UP  
CREEPIE



ACTION

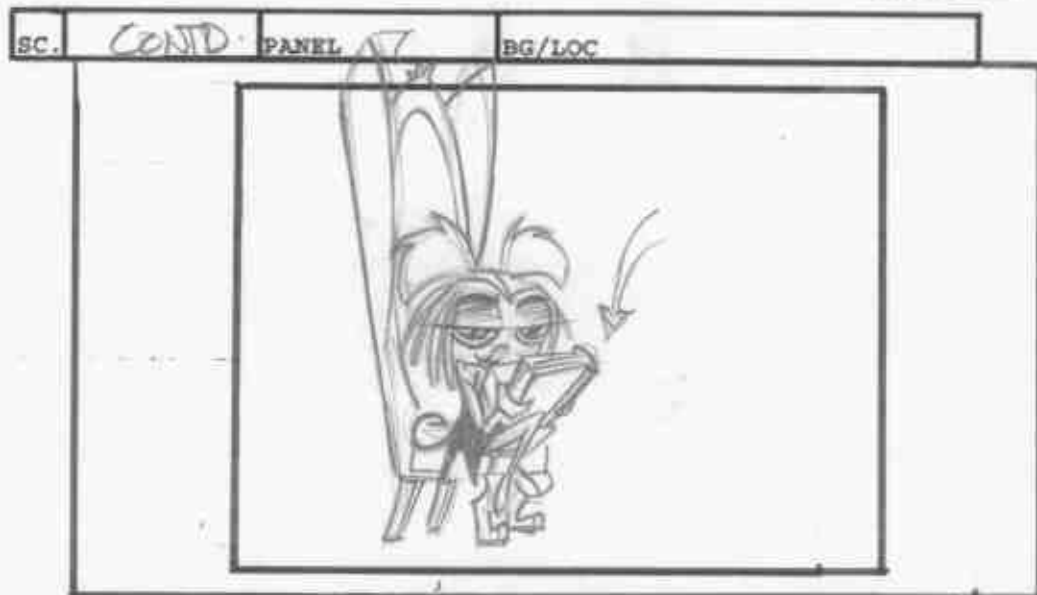
CREEPIE HOPS UP..

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

LANDING IN THE CHAIR.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION



ACTION

CLOSE ON STORY BOOK

DIAL (12) CREEPER:  
 <CLEARS THROAT!> OKAY..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

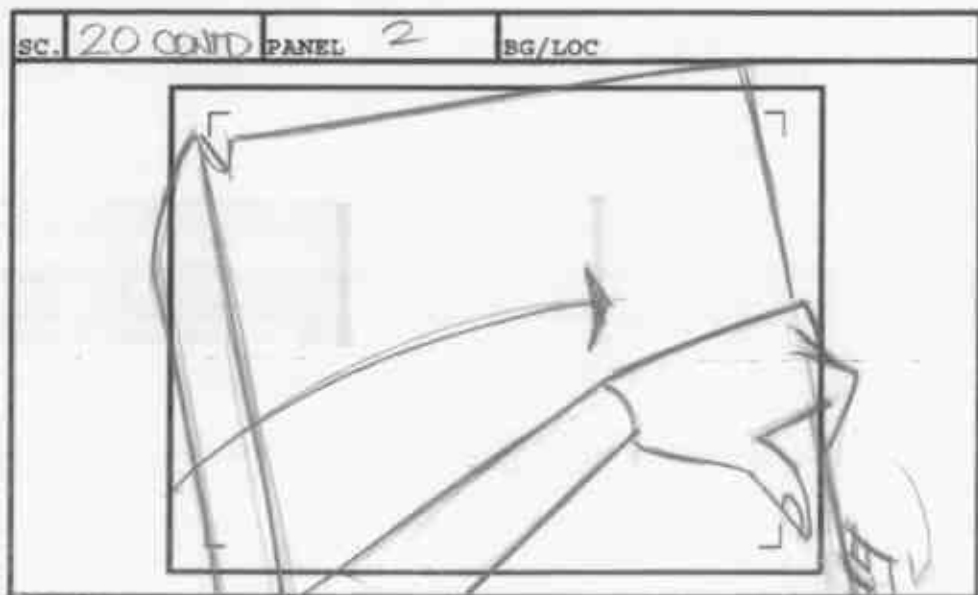
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
 PROD #



ACTION

CREEPIE REACHES OVER

DIAL

(13) CREEPIE: (OS)

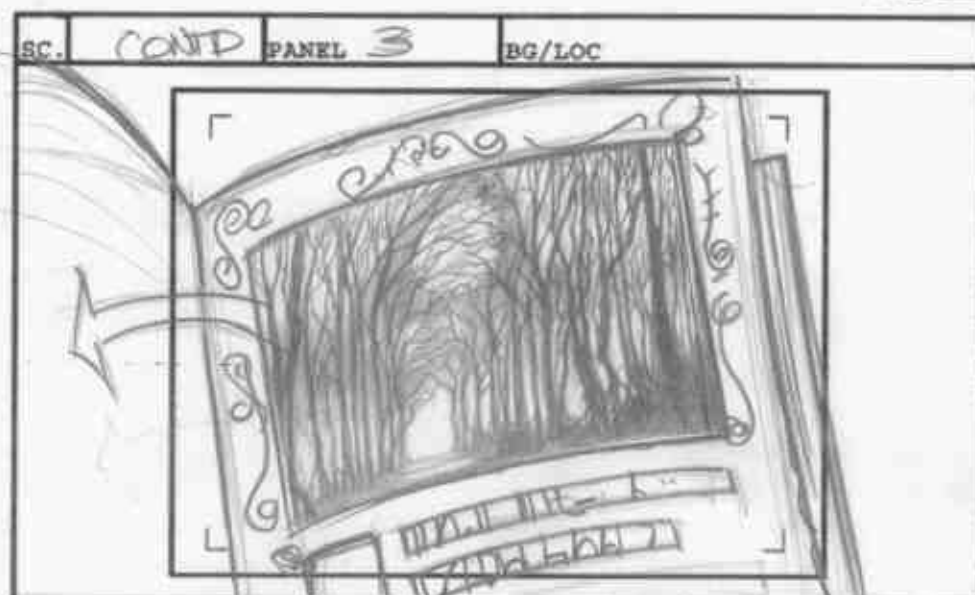
THIS STORY'S CALLED "SNOWBLACK AND THE FOUR BEETLES" ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AND OPENS THE STORYBOOK THE ILLUSTRATION IS OF A DARK & SCARY FOREST

DIAL

(13) CREEPIE: (OS) (CONTD)

"IN A DEEP DARK, FOREST ..."

FX:

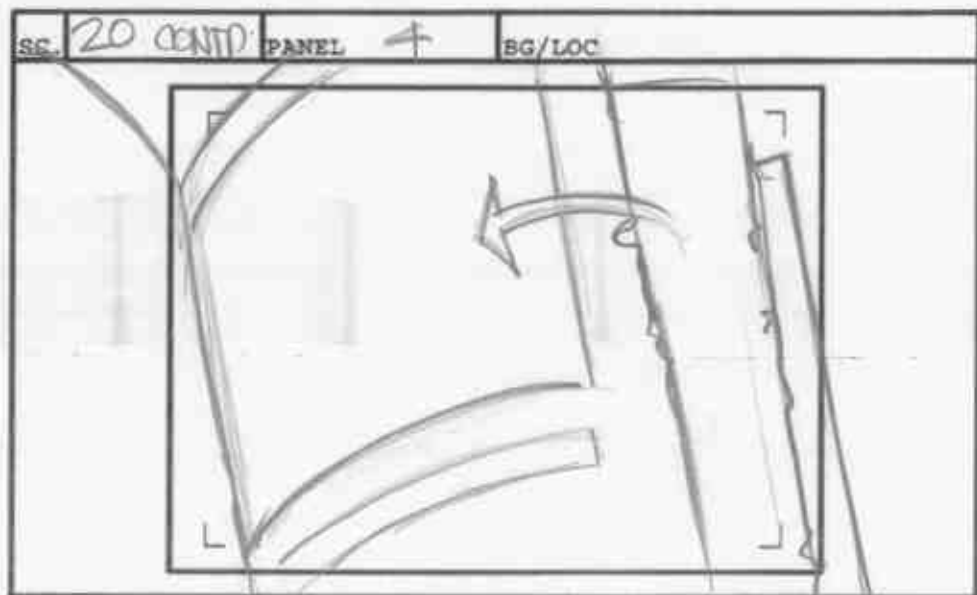
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

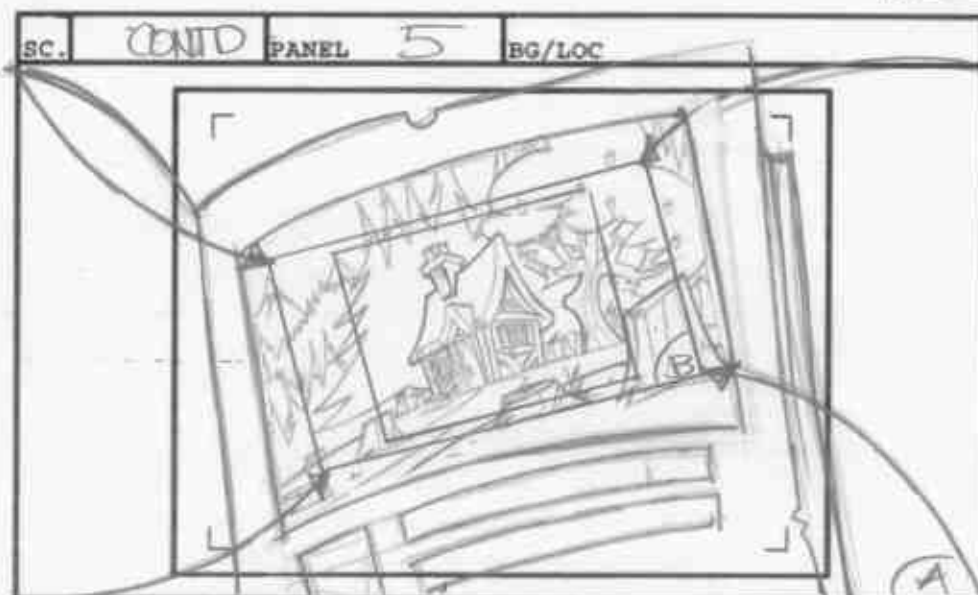
PAGE TURNS

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE NEXT PAGE HAS ANOTHER ILLUSTRATION. IT'S OF A RUN DOWN, YET PICTURESQUE COTTAGE.

DIAL

(A) CREEPIE (C)

..OUTSIDE A RUNDOWN..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



MATCH  
DISSOLVE



ACTION

THE ILLUSTRATION COMES TO LIFE. THE SMOKE FROM THE CHIMNEY RISES LAZILY UP INTO THE MORNING SKY.

DIAL

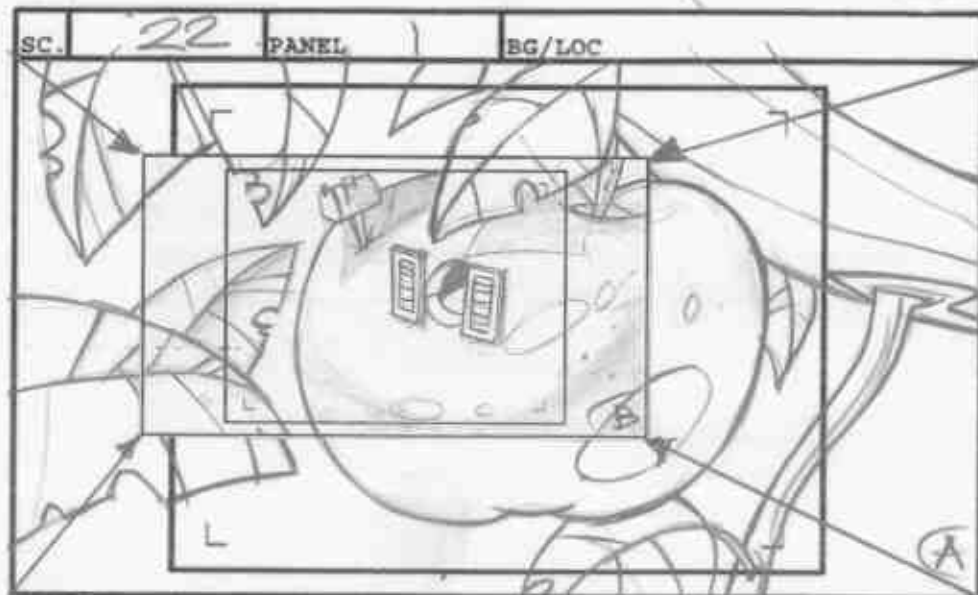
(14) CREEPIE: (OS)

... COTTAGE... THERE WAS AN APPLE TREE...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON APPLE TREE - ANGLE ON APPLE

TRUCK IN (A) → (B)

DIAL

(14) CREEPIE: (OS) (CONTD).

AND IN THE APPLE :

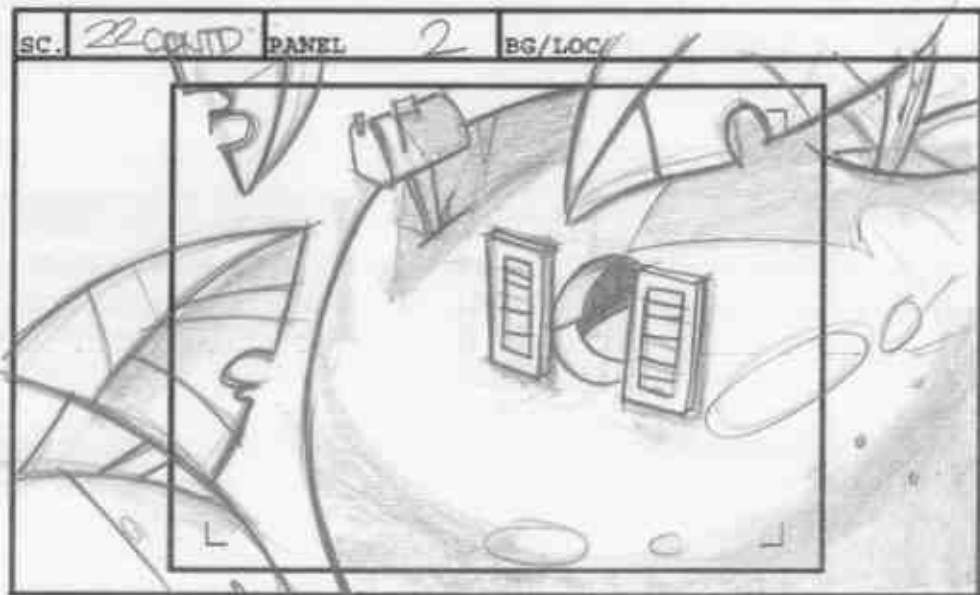
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

DIAL (14) CREEP: (OS) (CONTD)

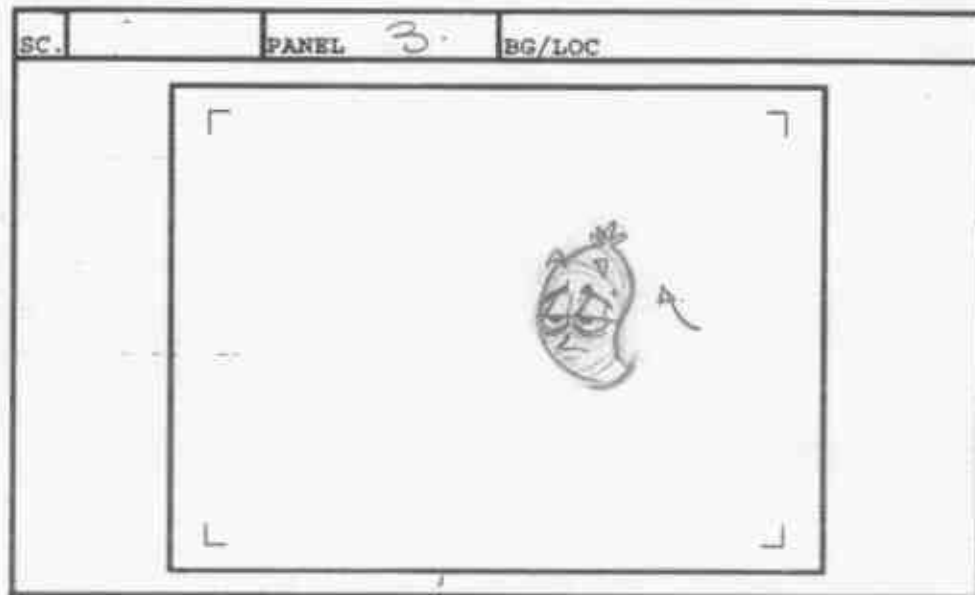
.. THERE LIVED ..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

A SLEEPY MOTH LARVAE STICKS HIS HEAD OUT OF THE "WINDOW"

DIAL (14) CREEP: (OS) (CONTD)

... A LITTLE MOTH LARVAE .

FX:

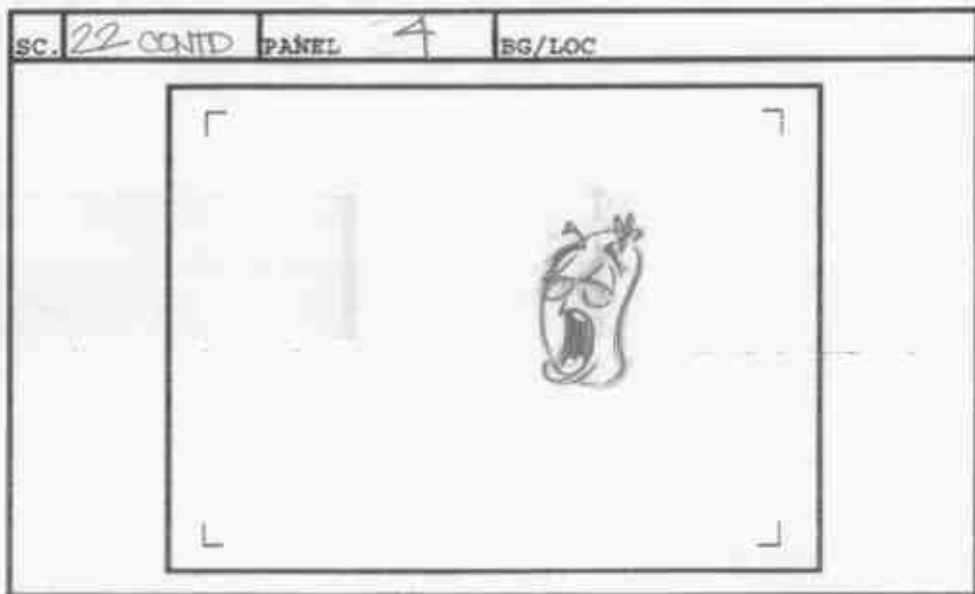
SFX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

BIG YAWN.

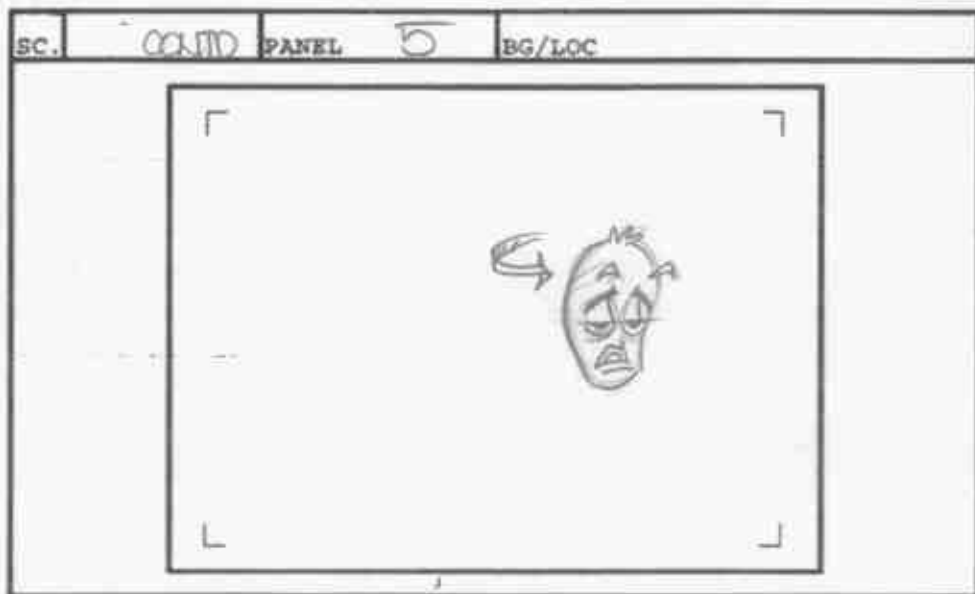
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for director's notes]

SLUG NOTES



ACTION

THE MOTH LARVAE, LOOKS FROM SIDE TO SIDE, SMACKING HIS LIPS.

DIAL

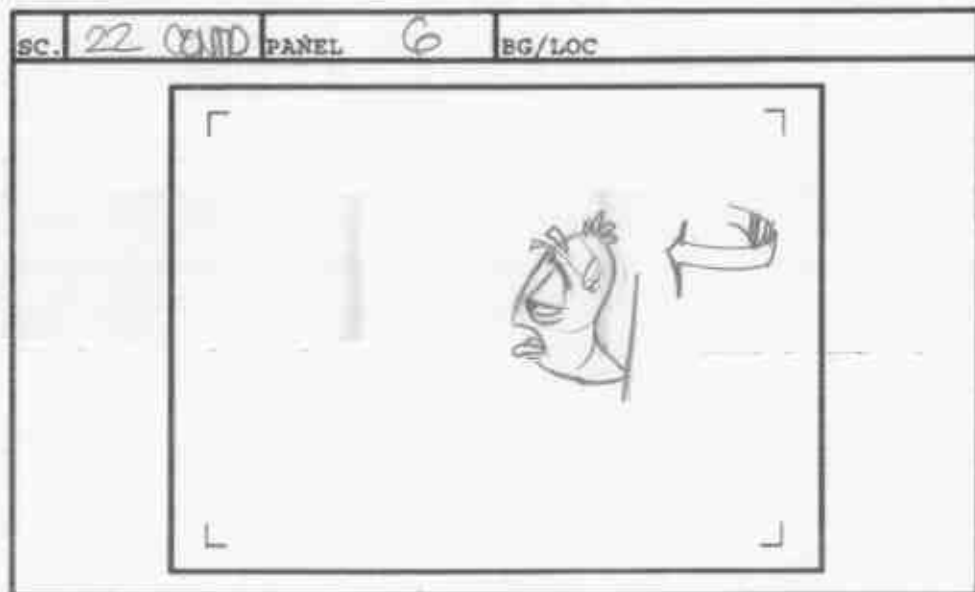
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #

growing  
up  
the  
creepie



ACTION

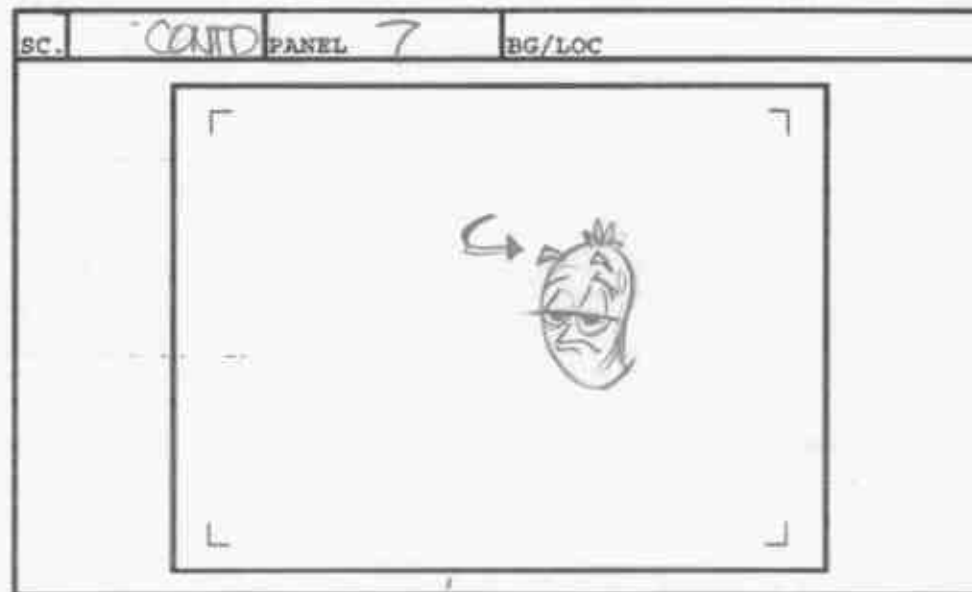
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

DIAL

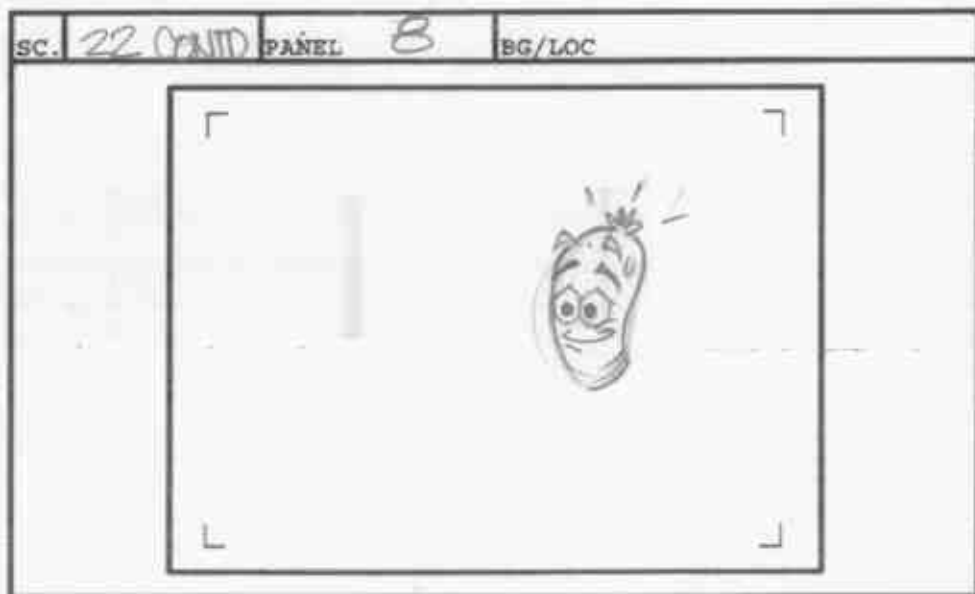
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

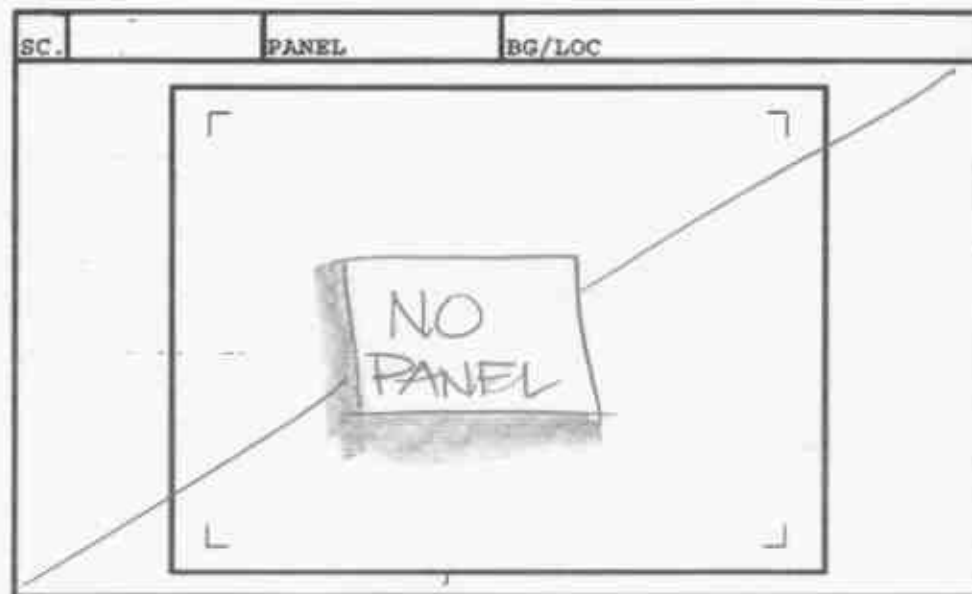
SUDDENLY HE BRIGHTENS.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION VIEW FROM APPLE TREE - MOTH LARVAE'S P.O.V - (PAN) ACTION (START)  
 PAN (A) → (B), TRUCK IN (B) → (C)

DIAL (15) CREEPIE: (OS) (CONTD)

EVERYDAY HE WATCHED A MYSTERIOUS AND BEAUTIFUL GIRL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
 PROD #



ACTION

SNOW BLACK IS SURROUNDED BY MONARCH'S MOTH'S AND FIREFLIES

DIAL

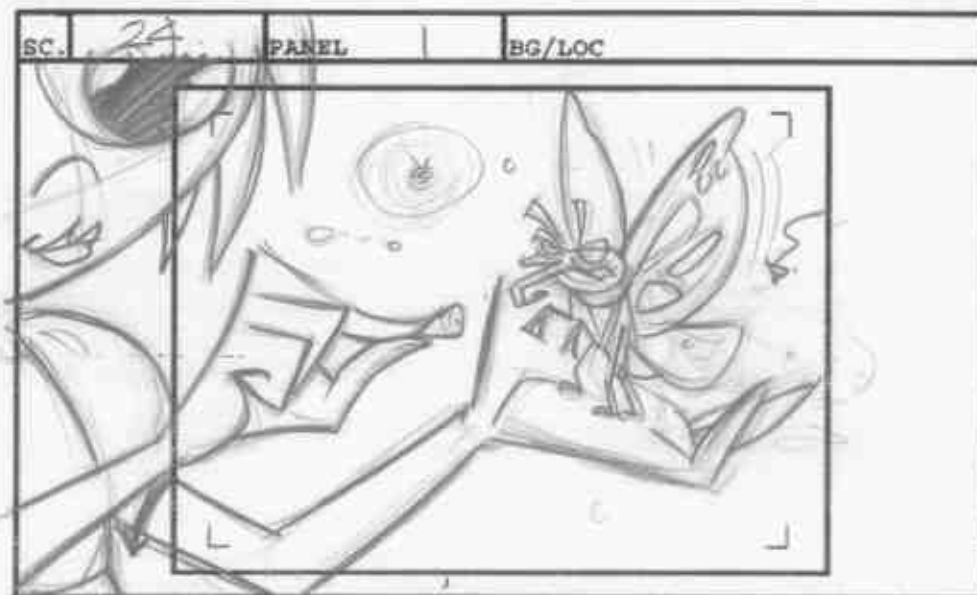
DRESSED IN BLACK, COME TROUC IN THE FOREST..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON SNOW BLACK - MUGSY (C1013-058) LANDS ON HER OUTSTRETCHED PALM

DIAL

.. AND PLAY WITH HER

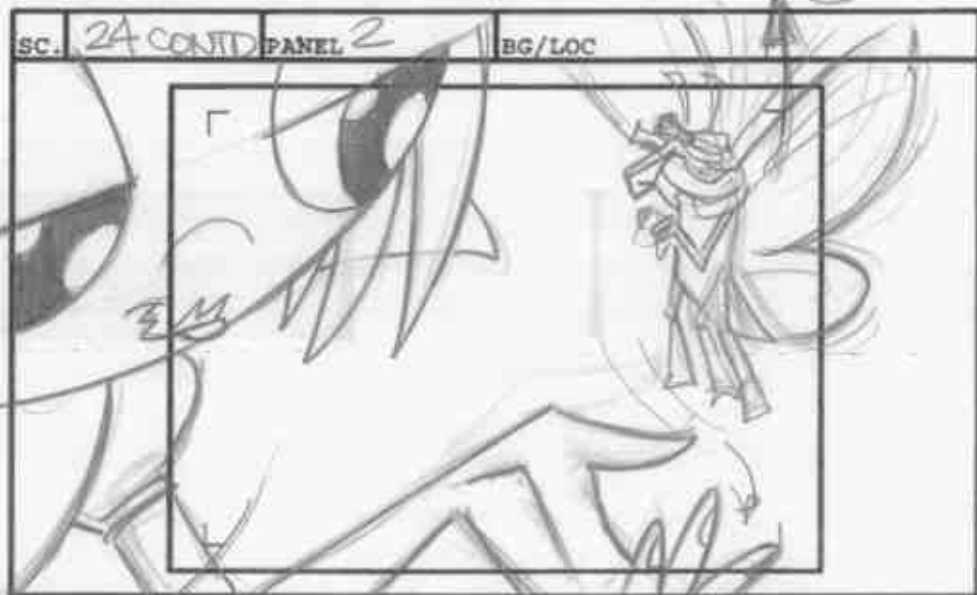
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION

MUGSY FLIES OFF AFTER TAKING THE CRUMB FROM SNOW BLACK.

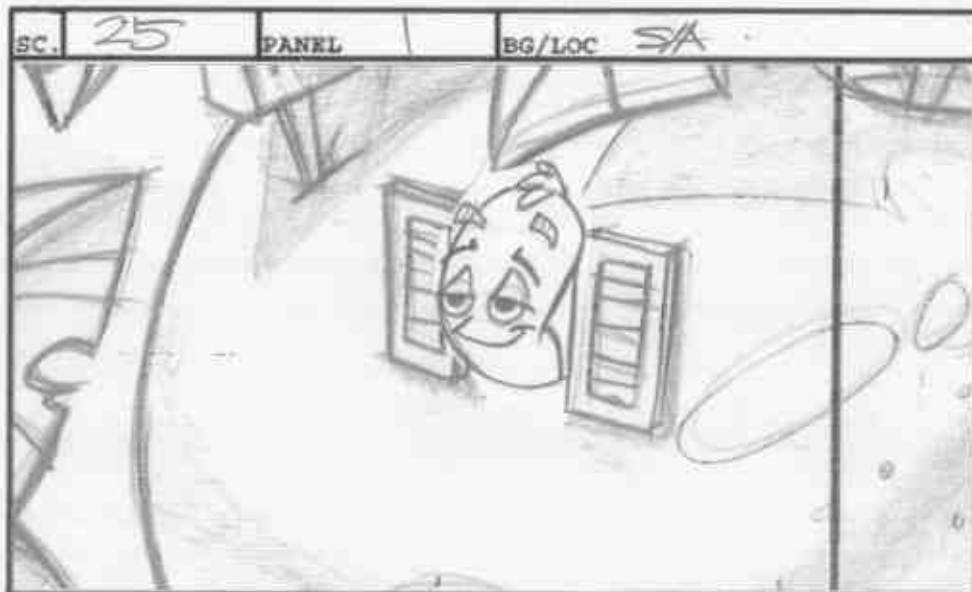
DIAL

INSECT FRIENDS.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON APPLE. THE MOTH LARVAE LOOKING DREAMY.

DIAL

FX:  
SFX:

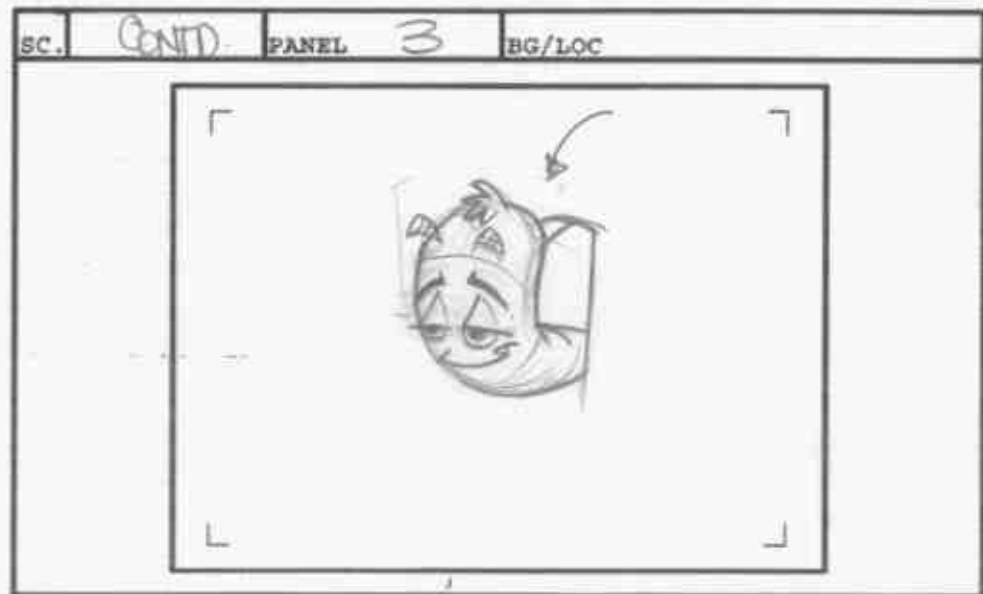
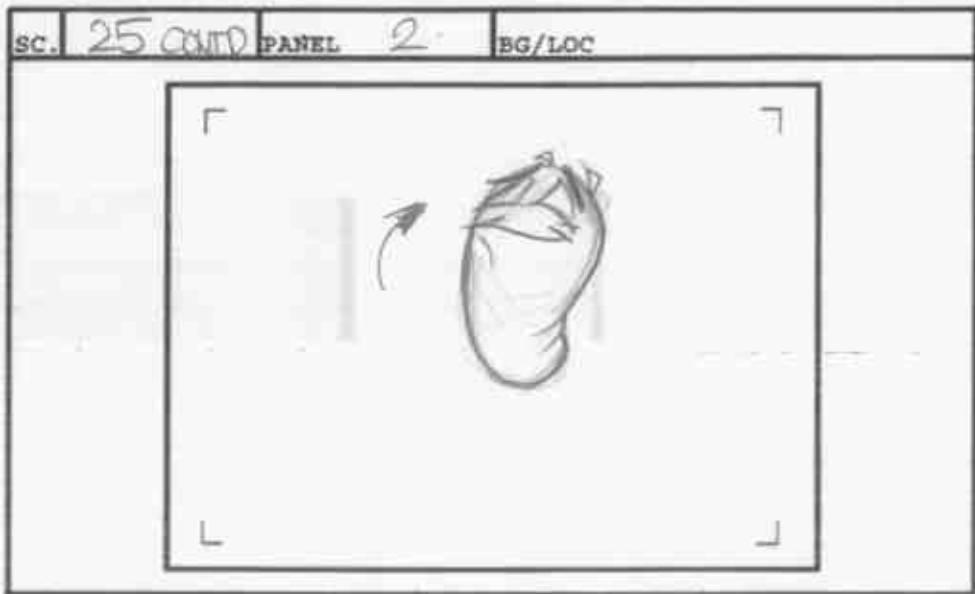
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
UP  
the  
CREEPIE



ACTION

ACTION

HE SIGHS DEEPLY

DIAL

MOTH LARVAE:

<SIGH!>

DIAL

FX:  
SFX:

FX:  
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

ANGLE ON FOREST SNOWBLACK  
APPROACHES AN ENTANGLED SPIDER.

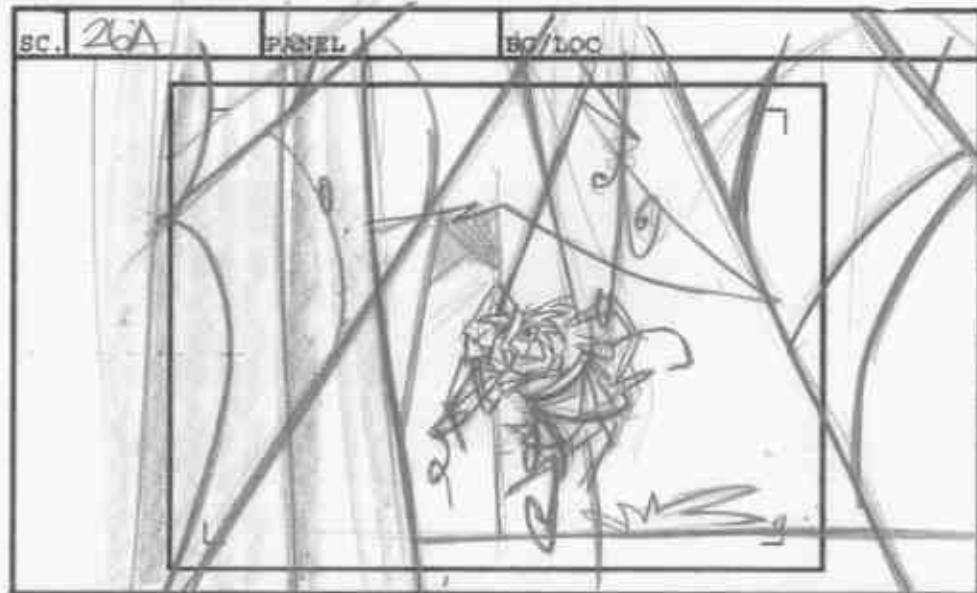
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON ENTANGLED SPIDER  
(USE DESIGN CI011-003)

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #



ACTION

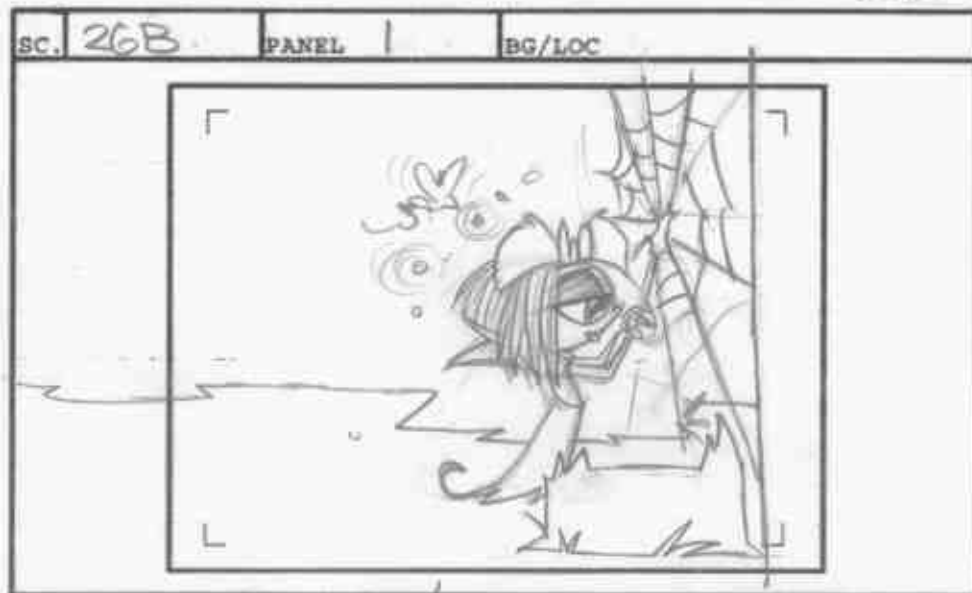
SNOW BLACK REACHES IN.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON SCENE AS SNOW BLACK  
UNENTANGLES THE SPIDER

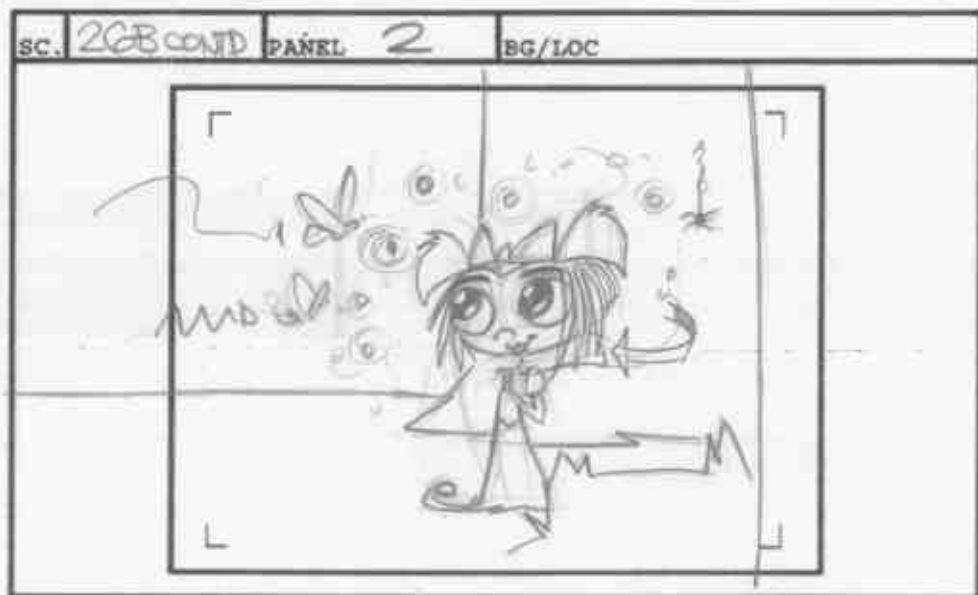
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



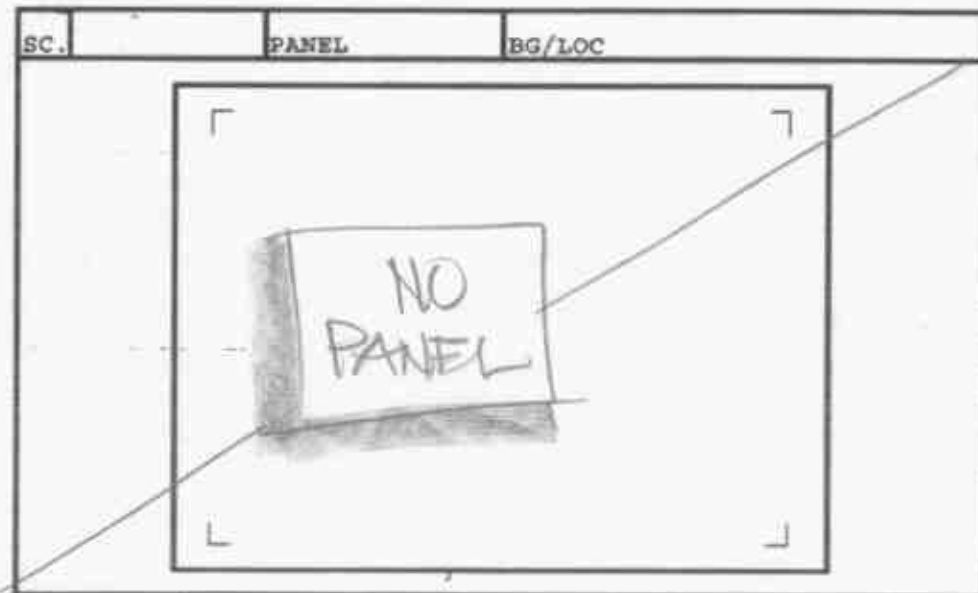
**ACTION**  
AS THE SPIDER CRAWLS BACK UP THE WEB GLOW WORMS & MOTHS ENCIRCLE SNOW BLACK.

**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**



**ACTION**

SCENE CONTD ON NEXT PAGE

**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**

FINAL

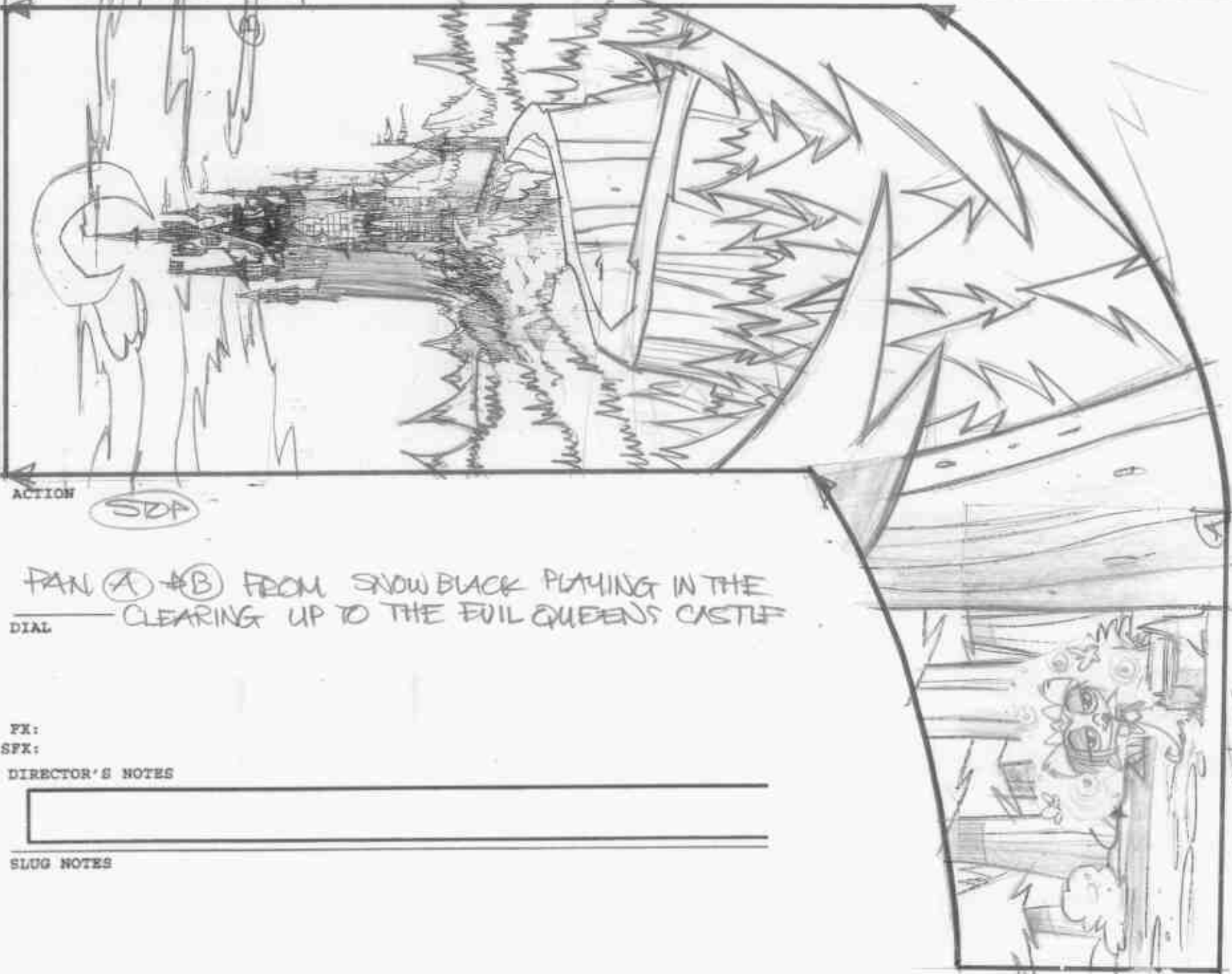
PROD #

growing  
mid

\*NO SC. 27

SC 26B CONTD FNL 3

PAGE 44



FAN (A) (B) FROM SNOW BLACK PLAYING IN THE CLEARING UP TO THE EVIL QUEEN'S CASTLE

FX:  
SFX:

DIRECTOR'S NOTES

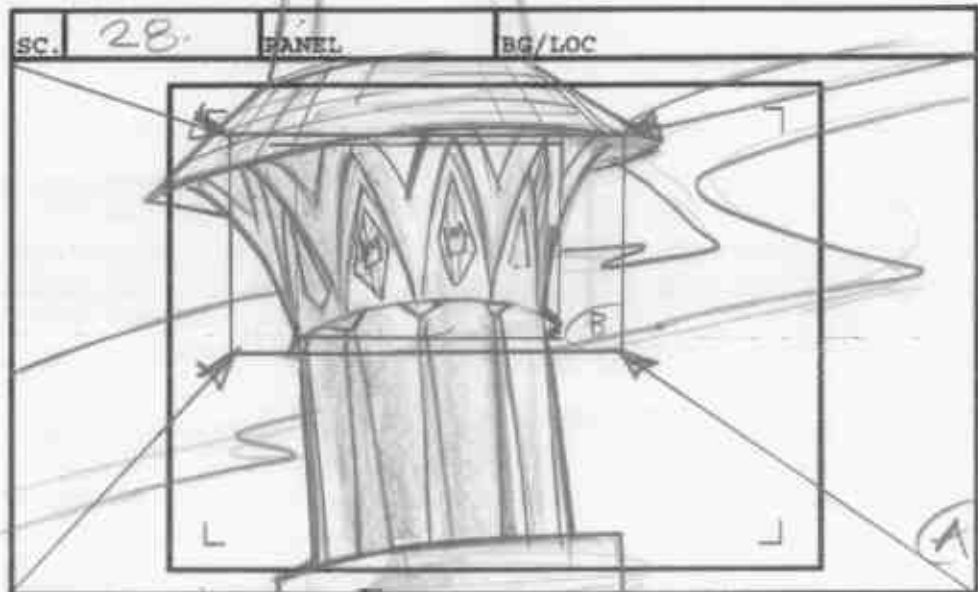
Empty rectangular box for Director's Notes.

SLUG NOTES

FINAL  
PROD #

Mike Young  
PRODUCTIONS

growing  
up  
creepie



ACTION  
EXT. EVIL QUEEN'S CASTLE - ANGLE ON  
TOWER.  
TRUCK IN ON WINDOWS (A) → (B)

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

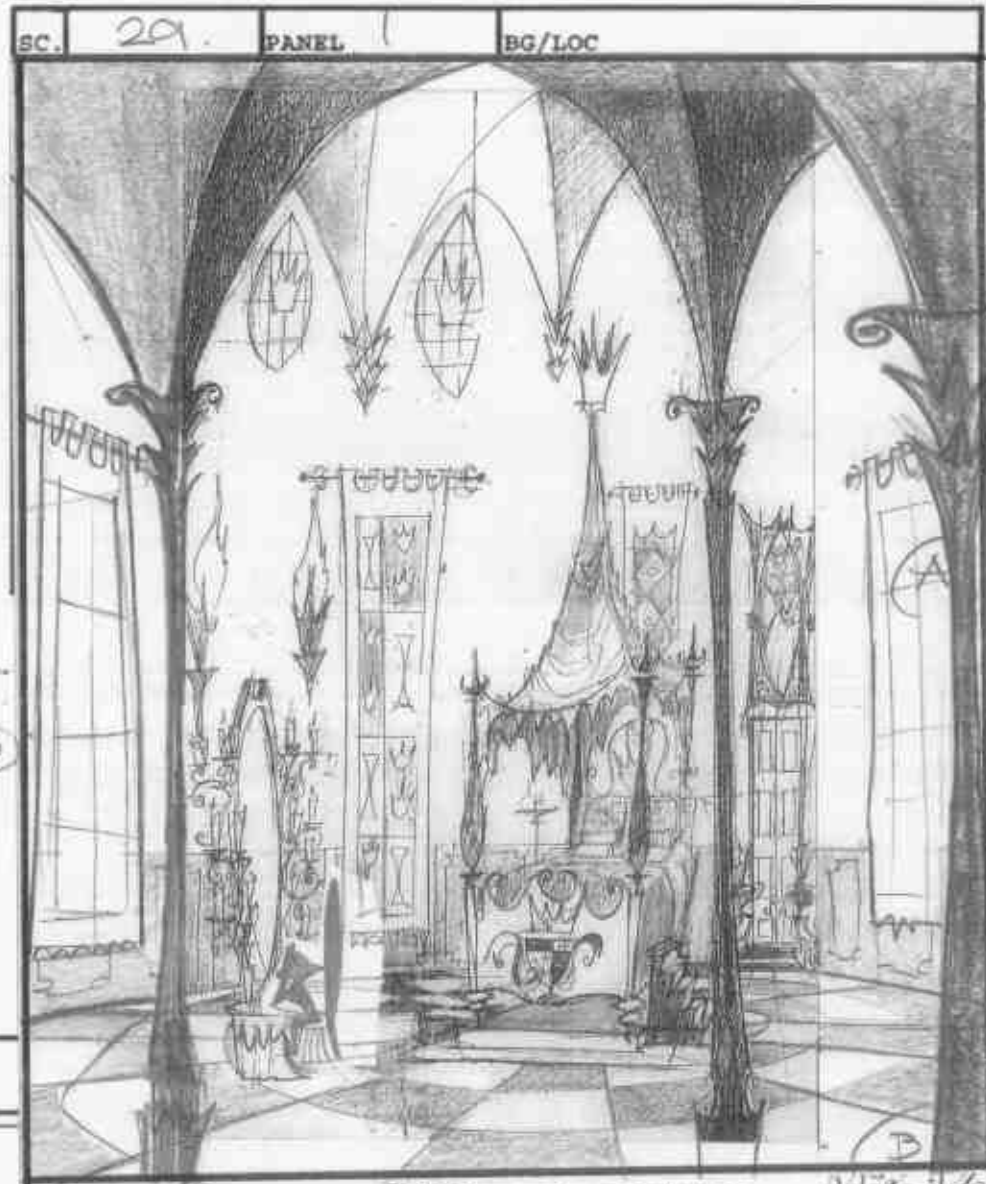
--

SLUG NOTES



DURING  
TRUCK  
IN

INT EQS  
CHAMBER  
PAN (A) → (B)







**ACTION**  
INT. EVIL QUEEN'S CHAMBERS - ANGLE ON E.Q. SITTING IN FRONT OF HER MIRROR LOOKING BORED

**DIAL**

**FX:**  
**SFX:**  
**DIRECTOR'S NOTES**

SLUG NOTES



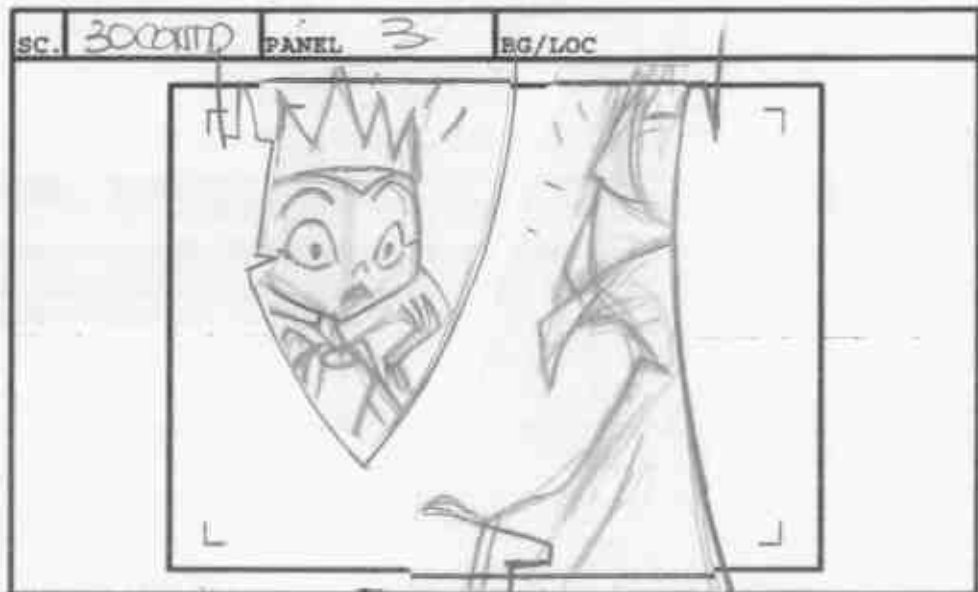
**ACTION**  
SHE SITS BACK, ADMIRING HER REFLECTION.

**DIAL**

**FX:**  
**SFX:**  
**DIRECTOR'S NOTES**

SLUG NOTES

FINAL  
PROD #



ACTION

SUDDENLY E.Q. REACTS TO SOMETHING SHE SEES IN THE MIRROR.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

E.Q. LEANS FORWARD .. IS THAT A ZIT?!

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
and  
creepie



ACTION

SHE GROWS AT HER REFLECTION

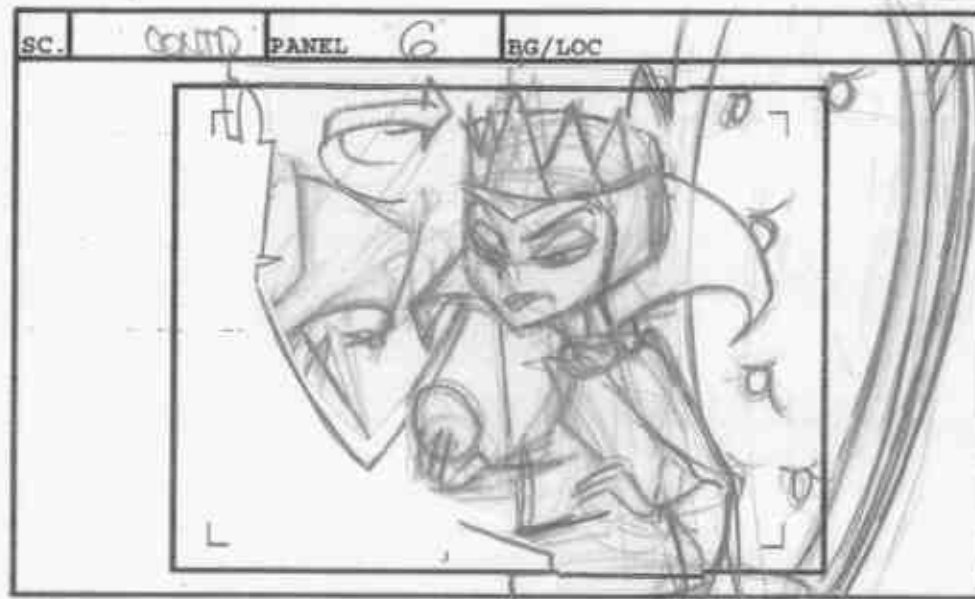
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

SHE WHIPS AROUND HOLDING AN ORNATE COMPACT - THE CHAIR SWIVELS BEHIND HER.

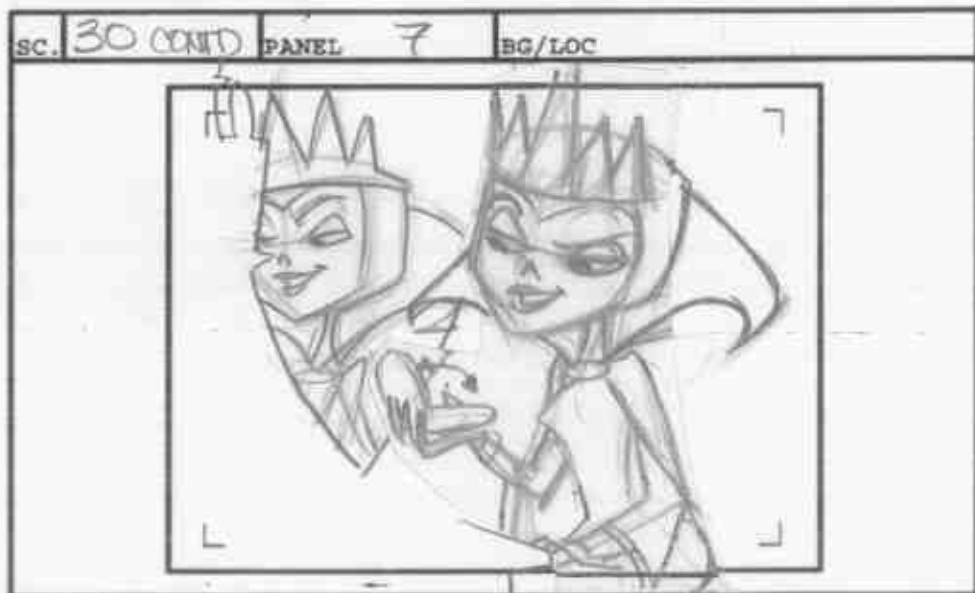
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

SHE CLICKS THE COMPACT OPEN

DIAL

(17) EVIL QUEEN:

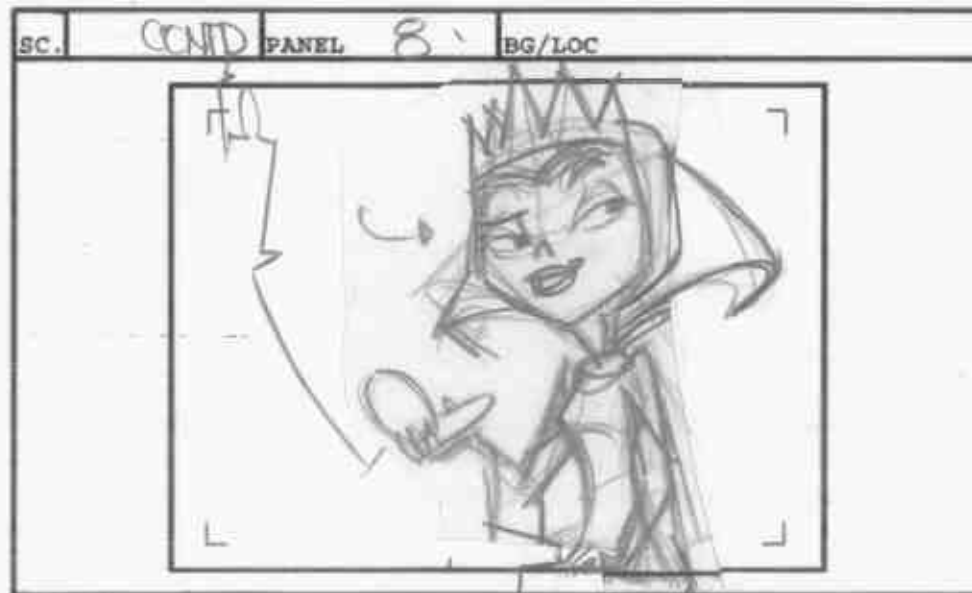
COMPACT MIRROR IN MY HAND,

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

(17) EVIL QUEEN: (CONT)

.. WHO'S THE FAIREST ..

FX:

SFX:

DIRECTOR'S NOTES

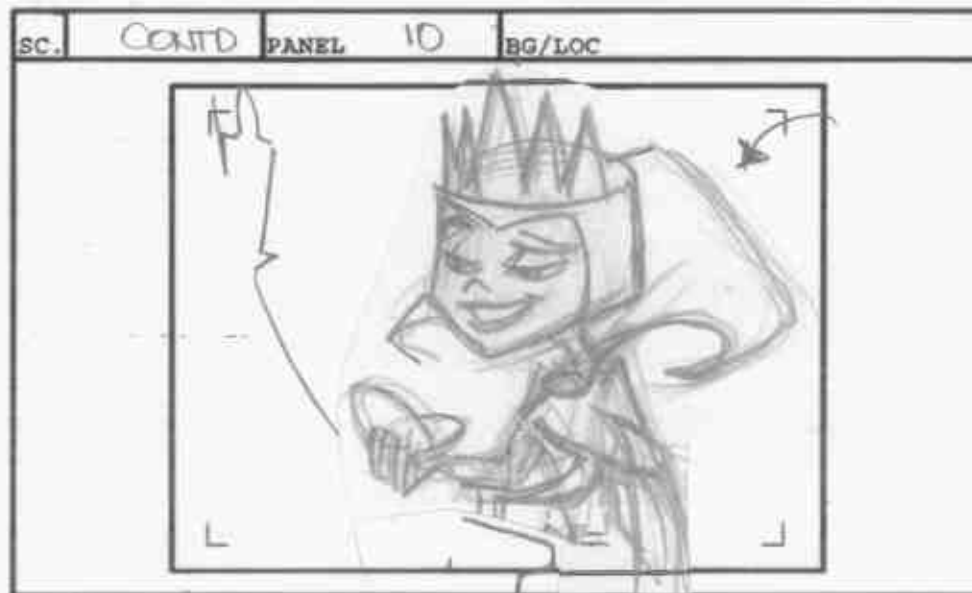
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

DIAL (17) EVIL QUEEN: (CONTD)

.. COOLEST - MOST POPULAR ..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (17) EVIL QUEEN: (CONTD)

.. AND BEST DRESSED IN ..

FX:  
SFX:

DIRECTOR'S NOTES

FINAL

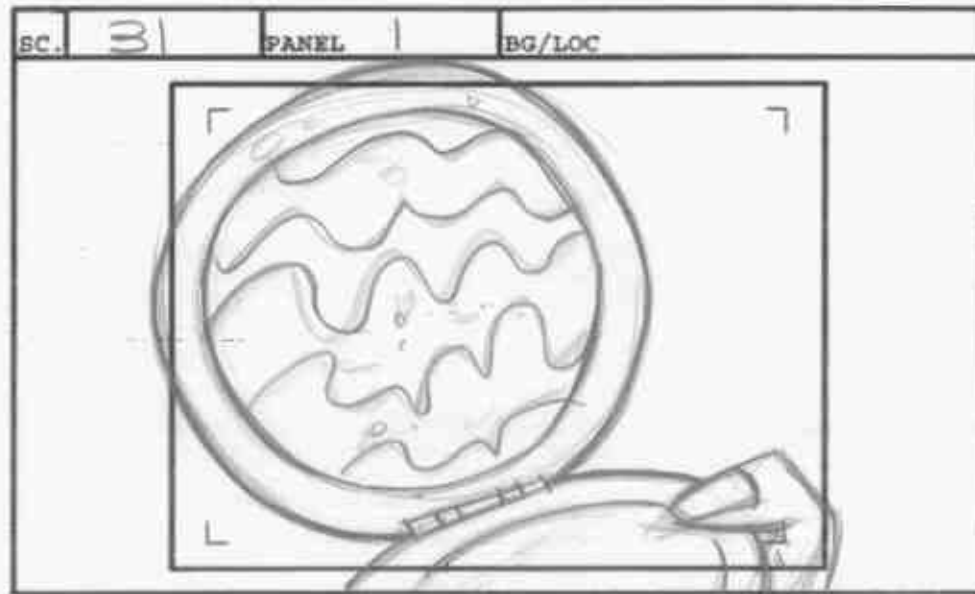
PROD #

SLUG NOTES

growing  
UP  
CREEPIE



ACTION



ACTION

CLOSE ON ORATE COMPACT

DIAL (17) EVIL QUEEN: (CONTD)

.. ALL THE LAND!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

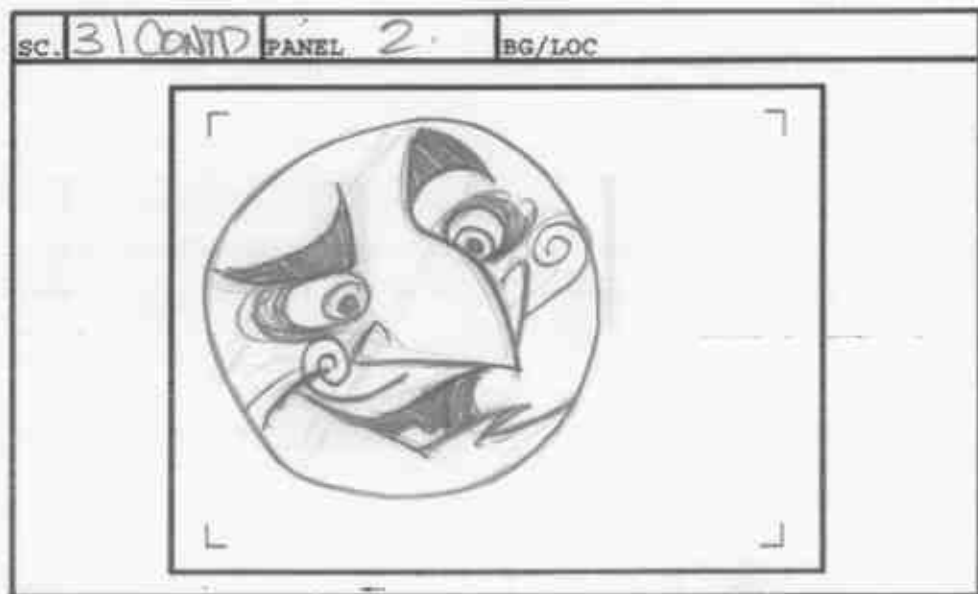
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

THE STATIC IN THE MIRROR RESOLVES INTO A FACE.

DIAL (18) MIRROR:  
SNOW BLACK, OF COURSE!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

BACK ON EVIL QUEEN SMILING SMUGLY.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION

HER EYES POP OPEN IN SURPRISE.

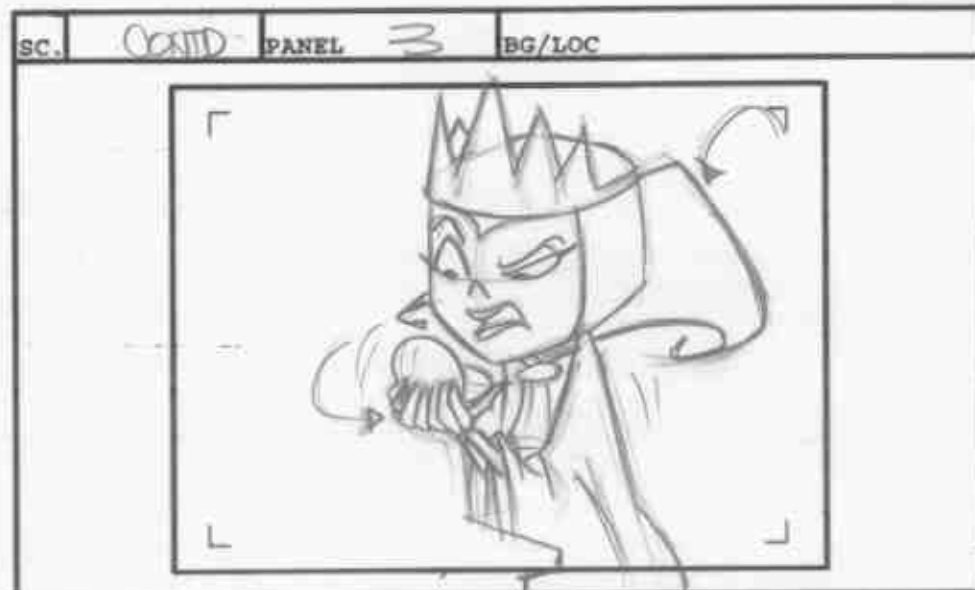
DIAL

FX:  
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



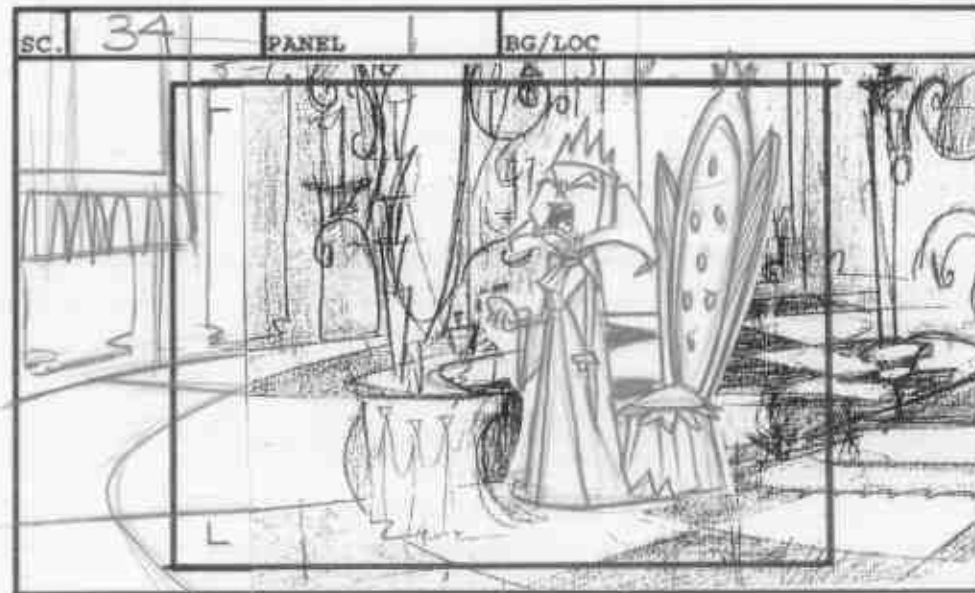
**ACTION**  
ANGLE ON COMPACT. ON IT WE CAN SEE SNOW BLACK PLAYING WITH MOTHS & FIREFLIES IN THE FOREST CLEARING

**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**



**ACTION**  
WIDE ON EVIL QUEEN SHRIEKING

**DIAL** (A) EVIL QUEEN:

NOOOO ~~~~~

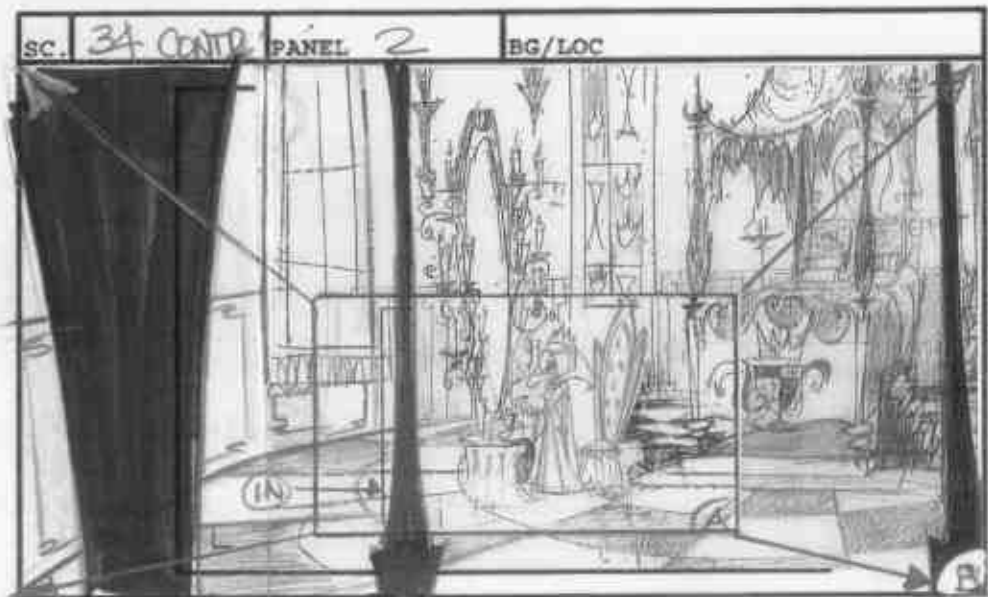
**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**

FINAL

PROD #



ACTION  
FAST TRUCK OUT (A) → (B)  
(SLIDE COLUMNS IN DURING TRUCK OUT)

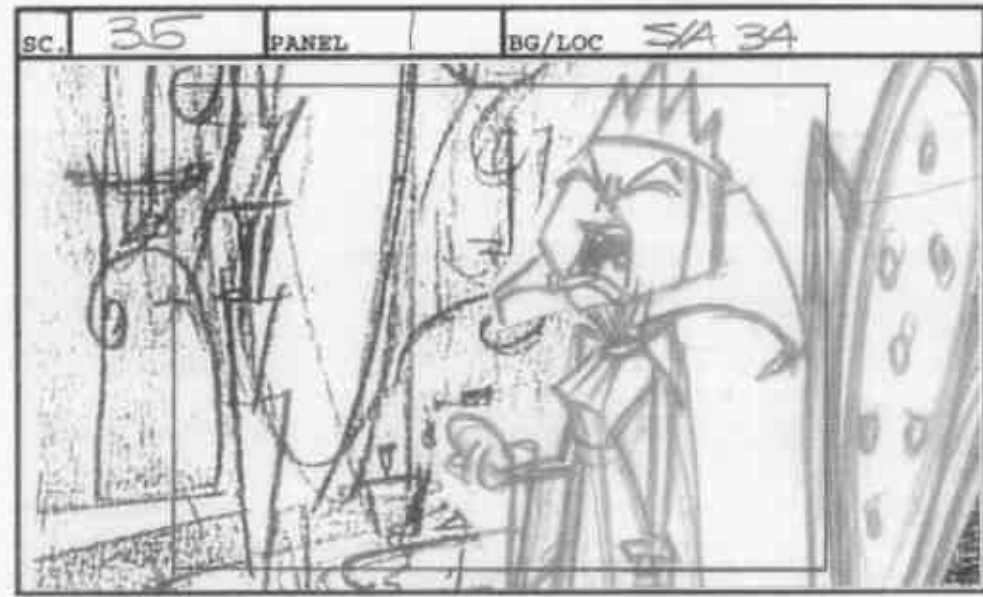
DIAL (A) EVIL QUEEN: (CONTO)

NOOOO ~~~~~

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
(HU ROSE)  
CLOSE ON RED-FACED EVIL QUEEN

DIAL  
D (FADES OFF)

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

SHE STRAIGHTENS UP.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE EVIL QUEEN REGAINS HER COMPOSURE. SHE SNAPS THE THE COMPACT SHUT.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
SHE SITS DOWN, PLACING THE COMPACT ON THE TABLE  
PAN W/ACTION (A) → (B)

DIAL (20) EVIL QUEEN:

I'LL NEVER GET WHAT THEY SEE IN ..

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION  
SHE DRUMS HER FINGER:

DIAL (20) E.Q.: (CONTD)

..THE DARK & DINGY LOOK

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

E.Q. GRINS EVILLY



ACTION

SHE WHISTLES.

DIAL

Q1 EVIL QUEEN:

TIME TO CALL IN THE FASHION POLICE!!

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

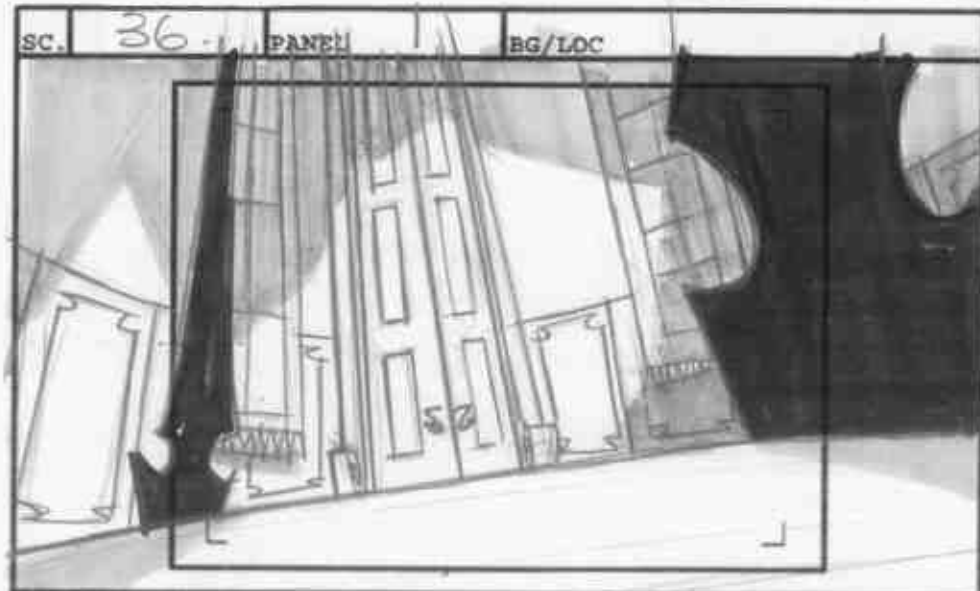
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

INT. EVIL QUEEN'S CHAMBERS. ANGLE ON DOORS

DIAL

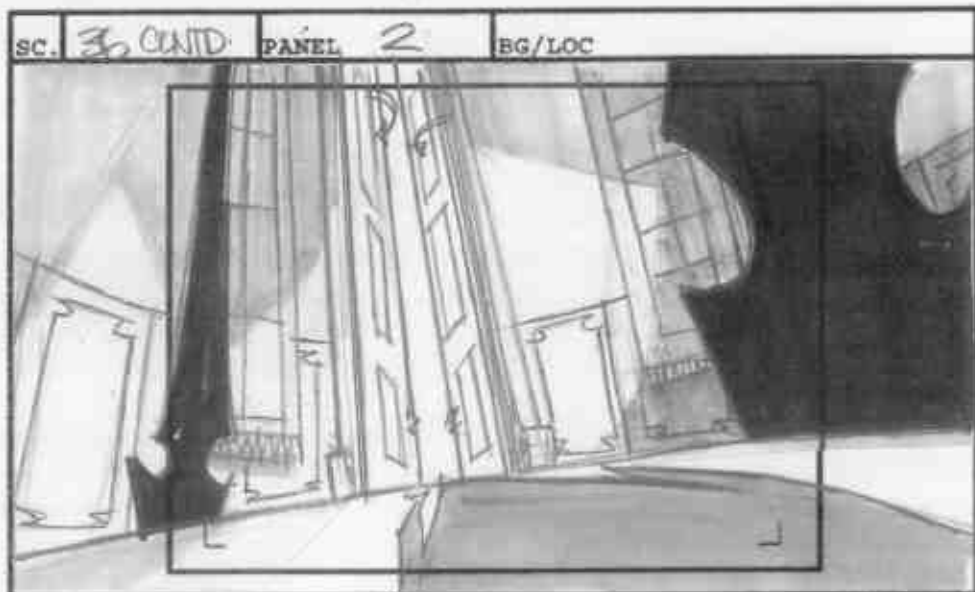
FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

FINAL  
PROD #



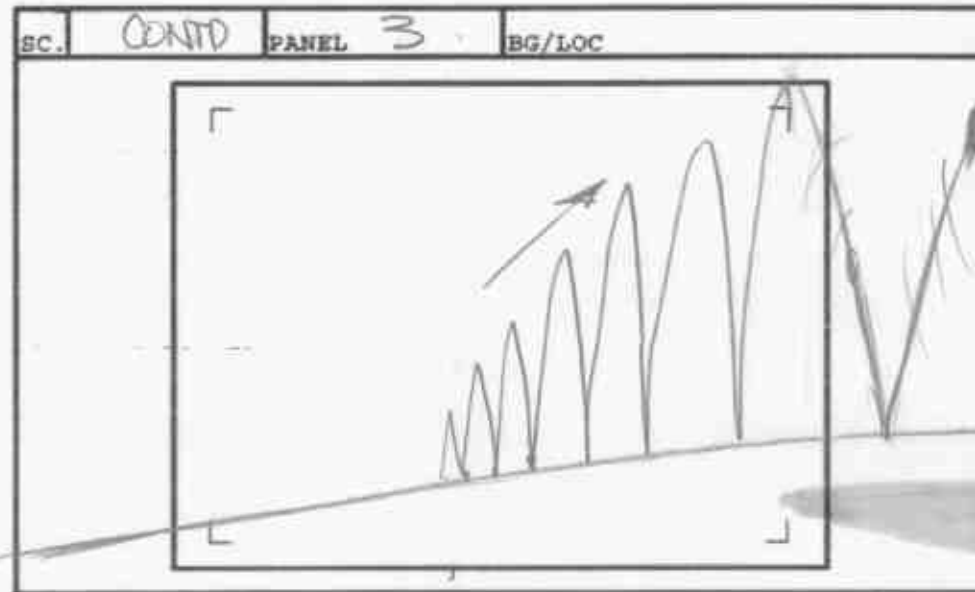
**ACTION**  
THE DOORS SWING OPEN AN OMINOUS  
SHADOW SLICES ALONG THE FLOOR

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



**ACTION**  
A TINY SHAPE BOUNDS FORWARD

<BEAT!>

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

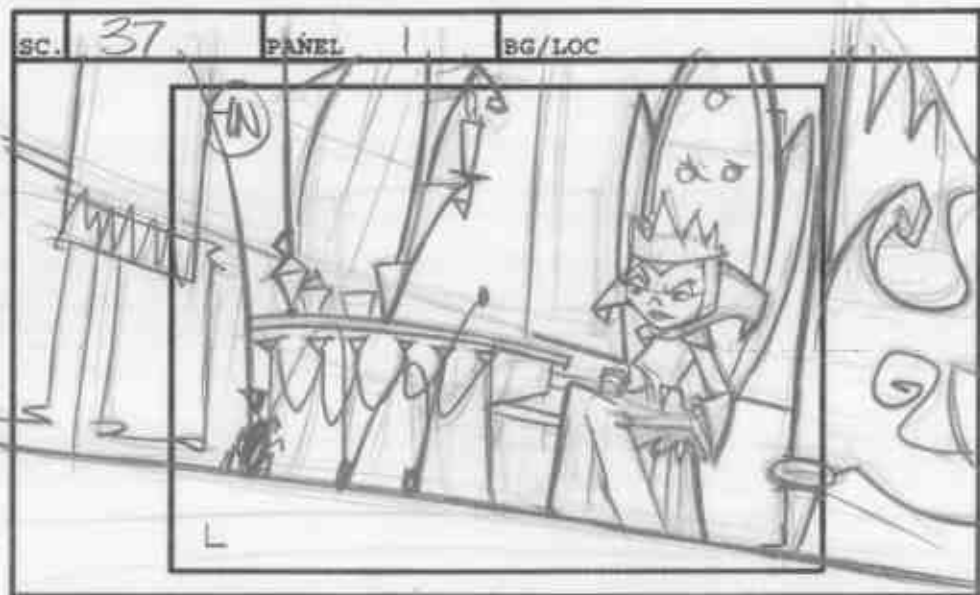
SLUG NOTES

FINAL

PROD #



HU



ACTION  
INT. EVIL QUEEN'S CHAMBERS.  
THE QUEEN WAITS IMPATIENTLY, WHILE THE  
TICK LEAPS IN AND TOWARDS HER.

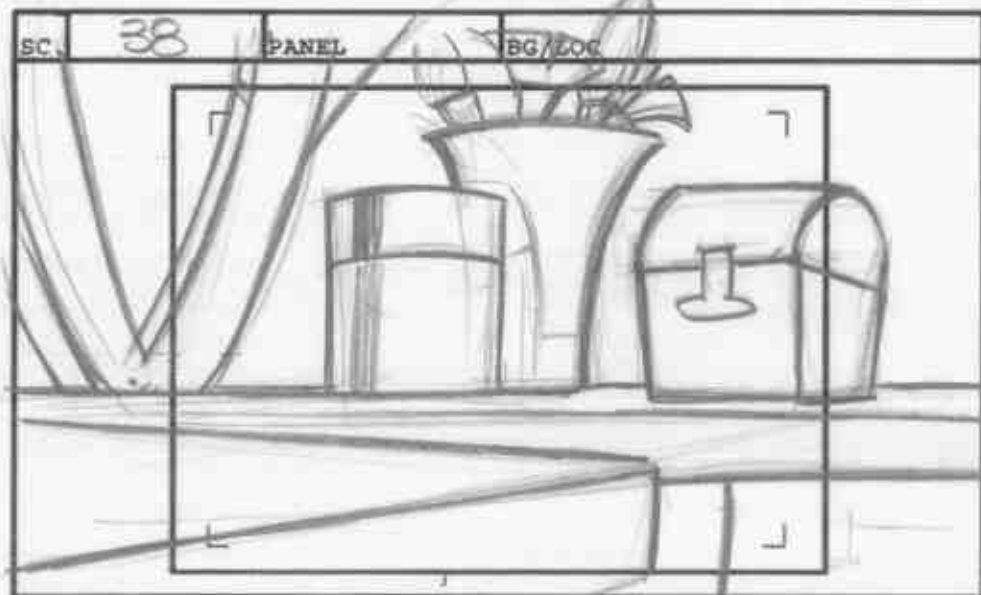
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION  
CLOSE ON EVIL QUEEN'S BOUDOIR

DIAL

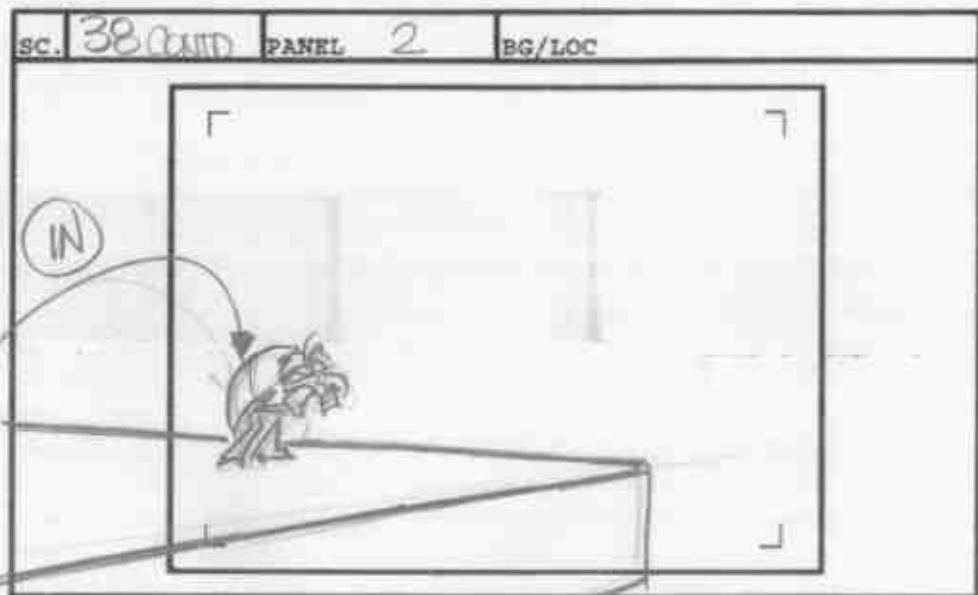
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

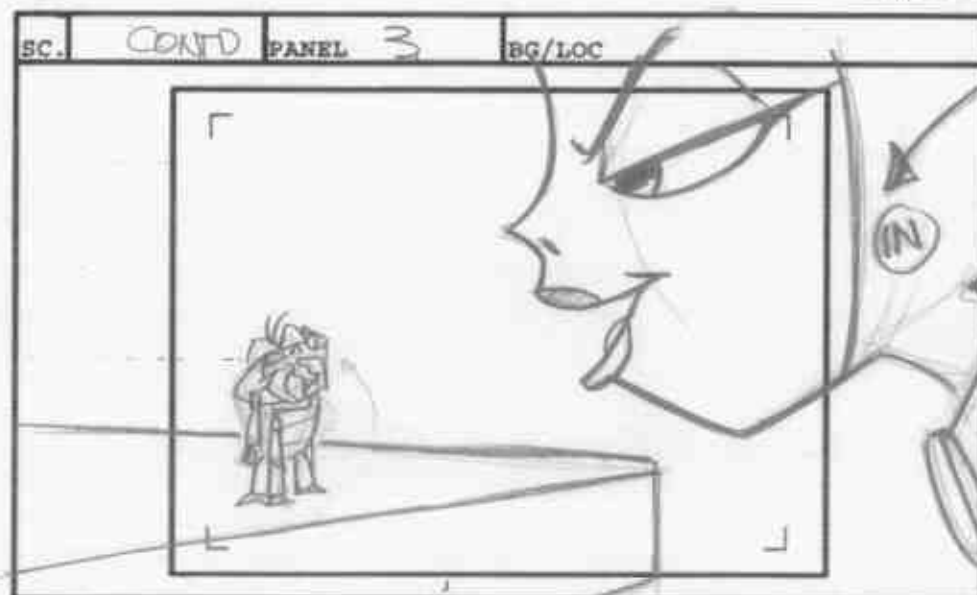
THE TICK HOPS INTO SCENE

DIAL (22) EVIL QUEEN:  
GO FIND..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE EVIL QUEEN LEANS INTO SCENE  
THE TICK SNAPS TO ATTENTION

DIAL (22) EVIL QUEEN (CONTD)  
..SNOW BLACK. SINK IN YOUR FANGS  
AND THEN I'LL BE THE FASHION  
QUEEN.

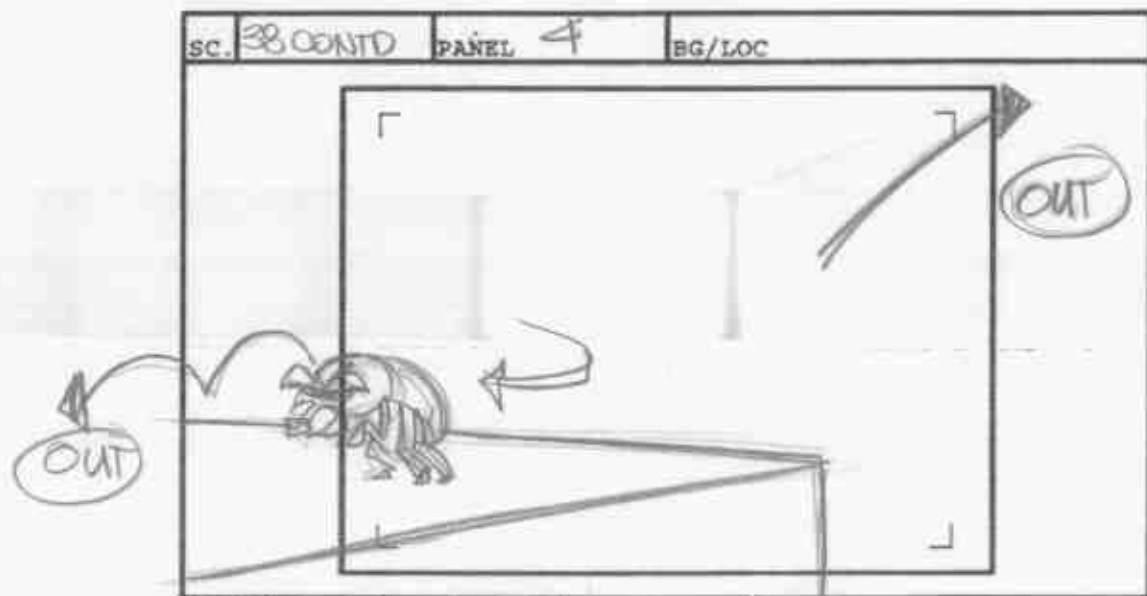
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE TICK TURNS AND BOUNCES OUT

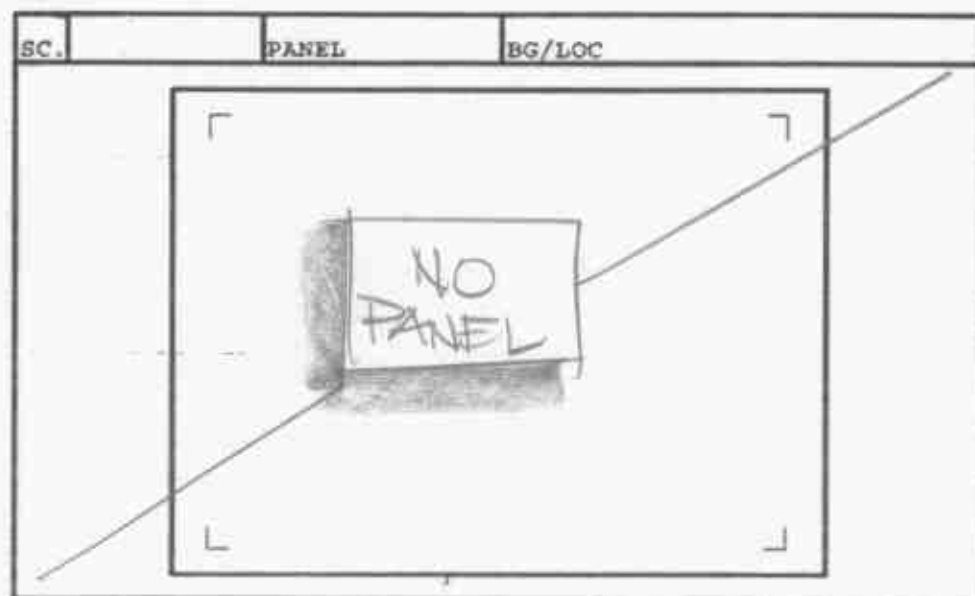
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

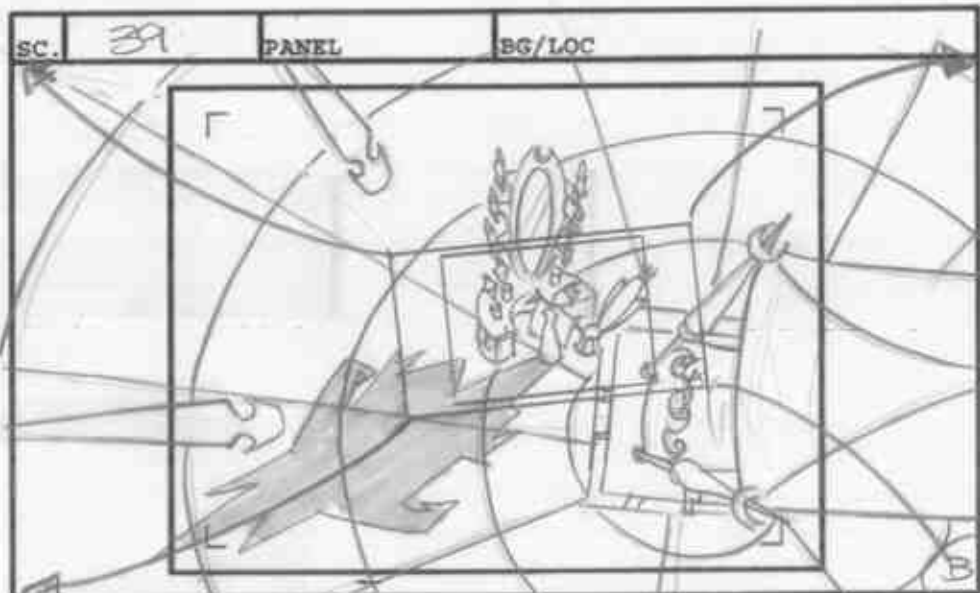
SFX:

DIRECTOR'S NOTES

SLUG NOTES

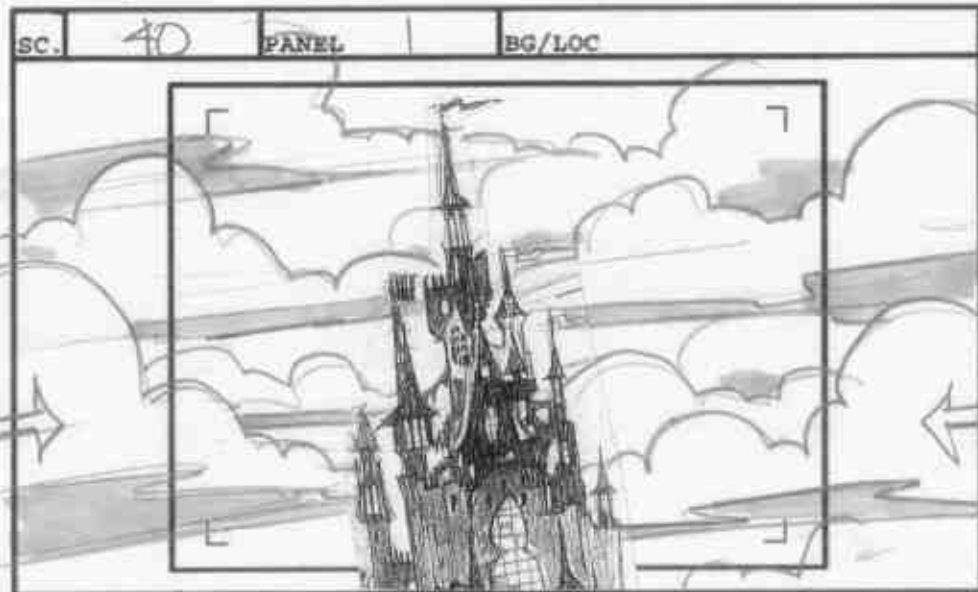
FINAL

PROD #



ACTION

ROTATE OUT (A) → (B)



ACTION

EXT. EVIL QUEEN'S CASTLE  
STORM CLOUDS MOVE IN

DIAL  
22923

EVIL QUEEN: (CONTD.)

.. OF ALL THE LAND!  
GET HER!!

FX:  
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

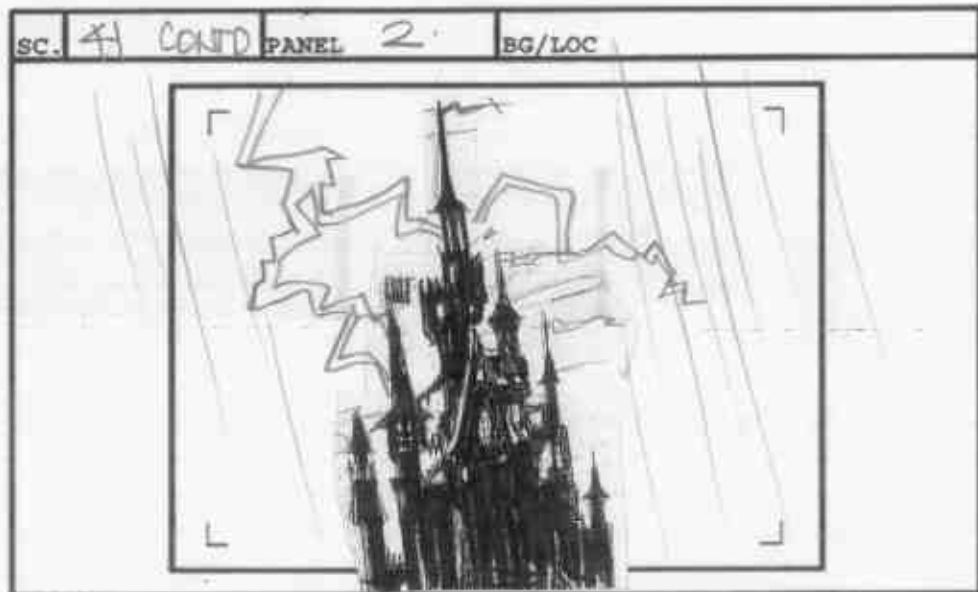
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
[Empty box for Prod #]

PROD #



ACTION

THUNDER & LIGHTNING IT BEGINS TO RAIN

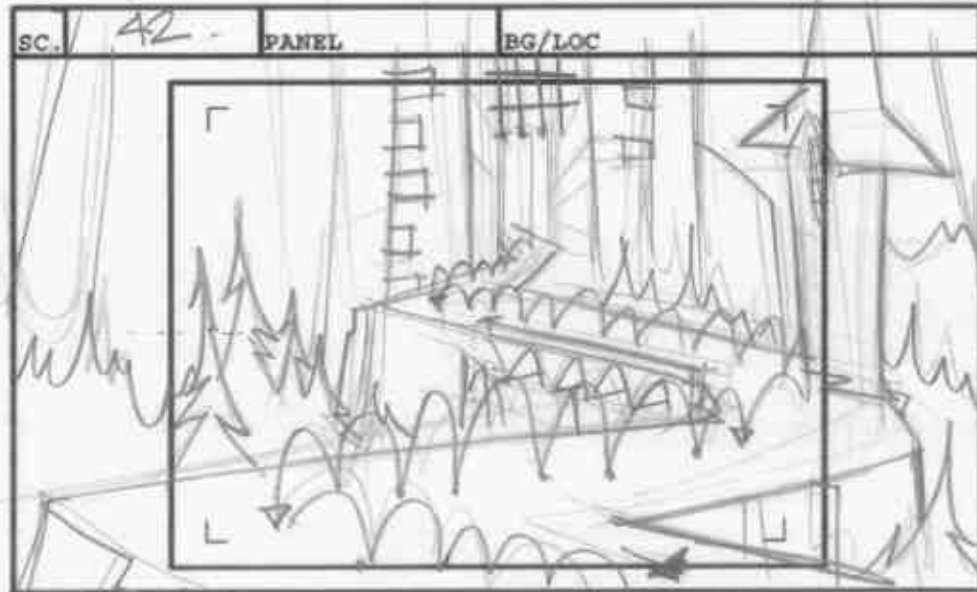
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT EVIL QUEEN'S CASTLE - MAIN GATE  
THE TICK HOPS DOWN THE PATH WAY. IT'S POURING RAIN.

DIAL

FX:

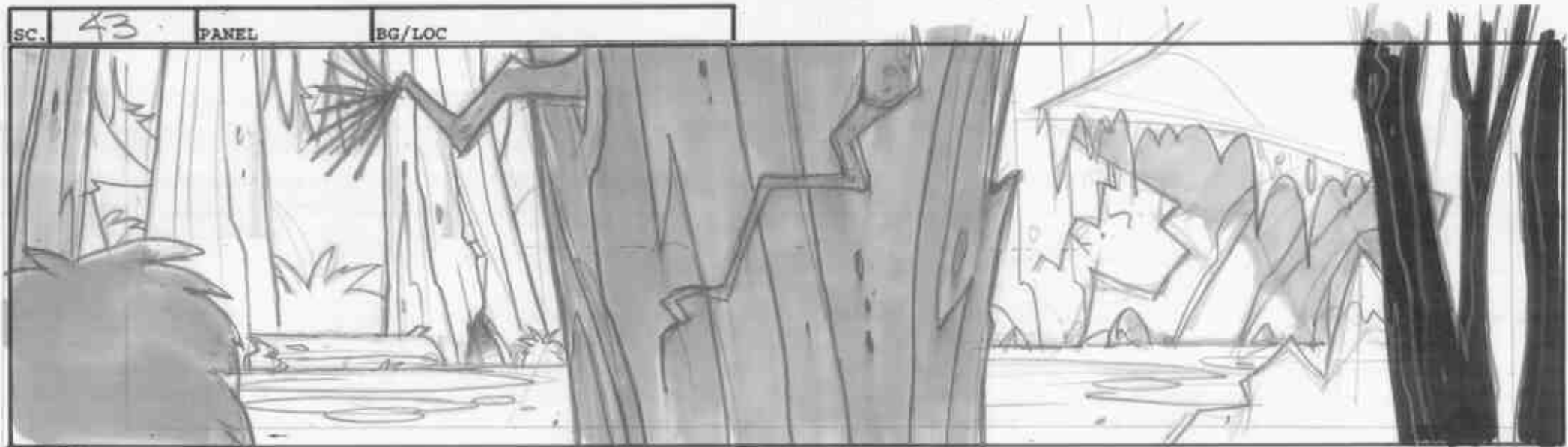
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
and  
creeping



ACTION

ACTION

\* BG SEPARATED FOR CLARITY.  
- SCENE CONTD ON NEXT PAGE

DIAL

DIAL

FX:  
SFX:

FX:  
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

--

SLUG NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION

ANGLE ON FOREST CLEARING - SNOW BLACK IS SITTING ON A LOG SURROUNDED BY GLOWWORMS

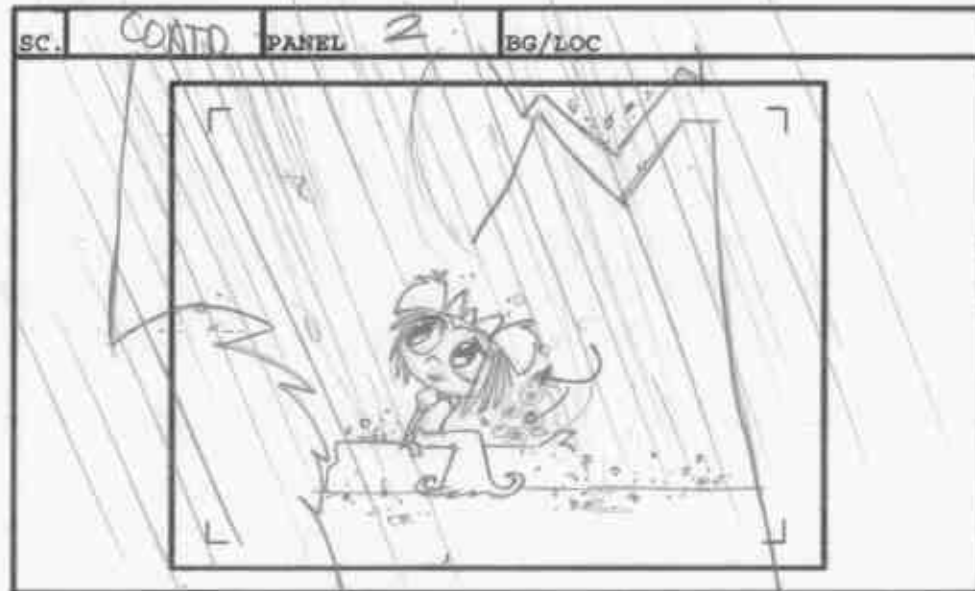
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

IT BEGINS TO RAIN. SNOW BLACK LOOKS UP. THE GLOW WORMS HUDDLE CLOSER TO HER.

DIAL

FX:

SFX:

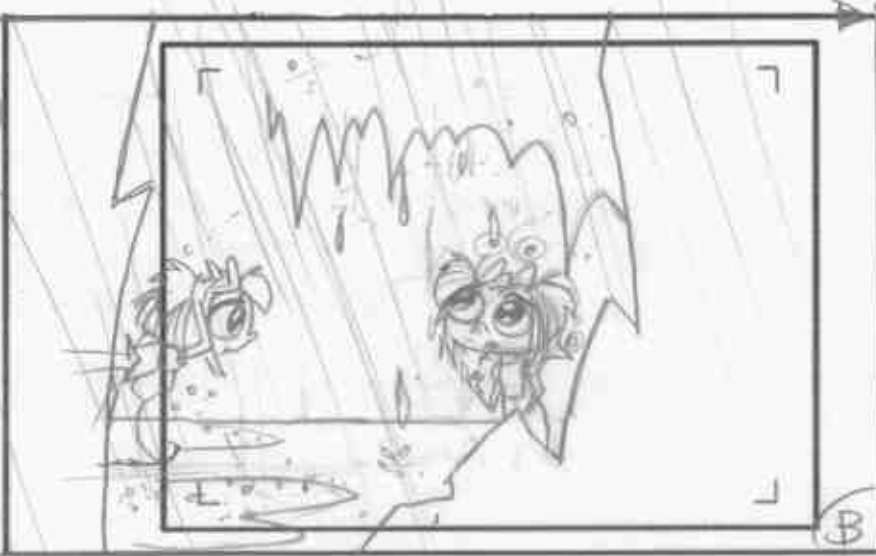
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
and  
creeping



ACTION  
SNOW JUMPS UP AND RUSHES ..  
PAN W/ANIM (A) (B)

ACTION  
.. TOWARDS AN OVERHANG TO  
GET OUT OF THE RAIN

DIAL

DIAL

FX:  
SFX:

FX:  
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



HU



ACTION  
CLOSER ON SNOW BLACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
SUDDENLY A STRANGE "CHITTERING"  
SOUND ECHOS FROM BEHIND SNOW

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

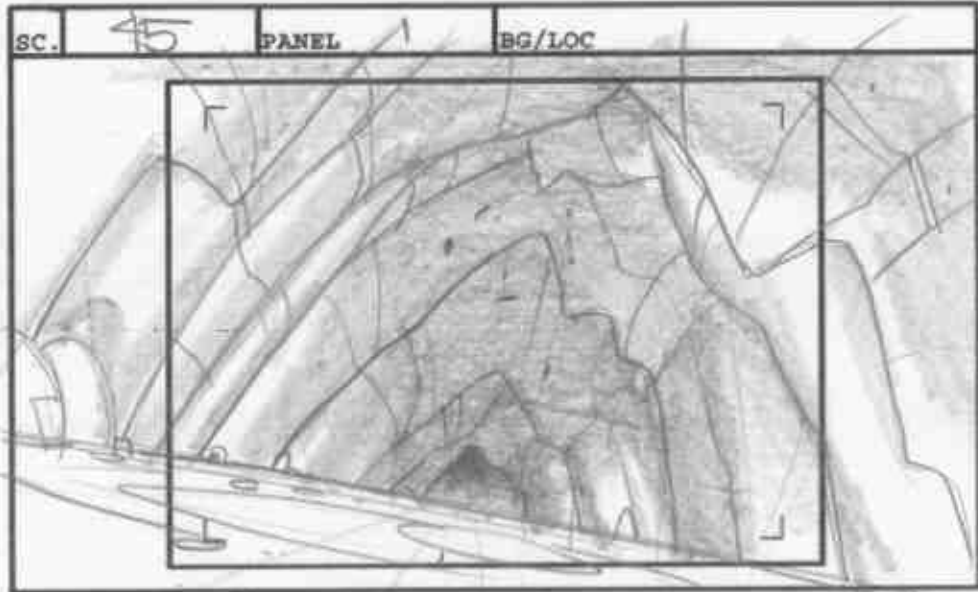
SHE TURNS, LOOKING OVER HER SHOULDER

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SNOW BLACK'S P.O.V. INSIDE CAVE  
THE STRANGE CHITTERING ECHOS  
OMINOUSLY, GETTING LOUDER

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

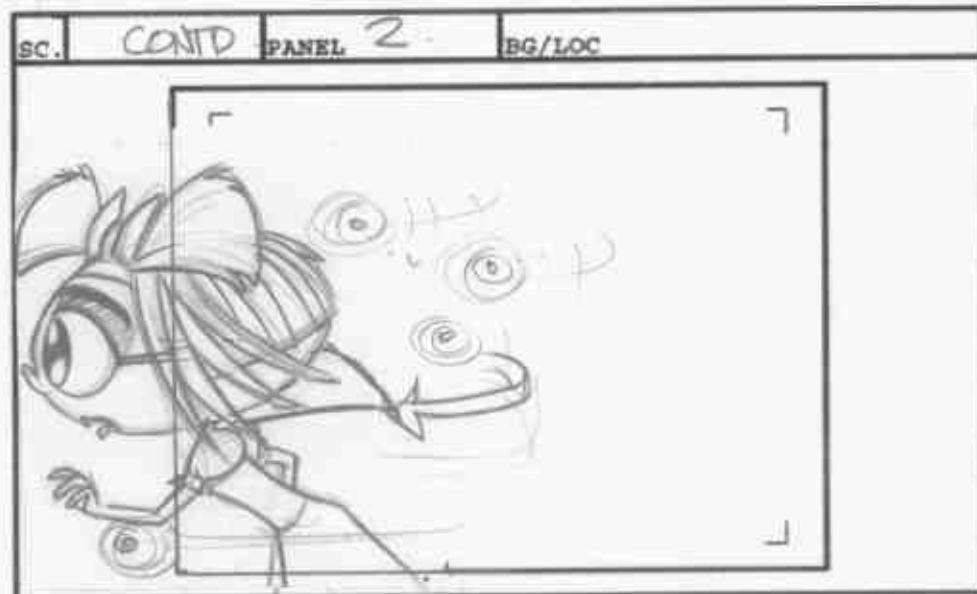
ANGLE ON: SNOW BLACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SHE TURNS & RUSHES OUT

DIAL

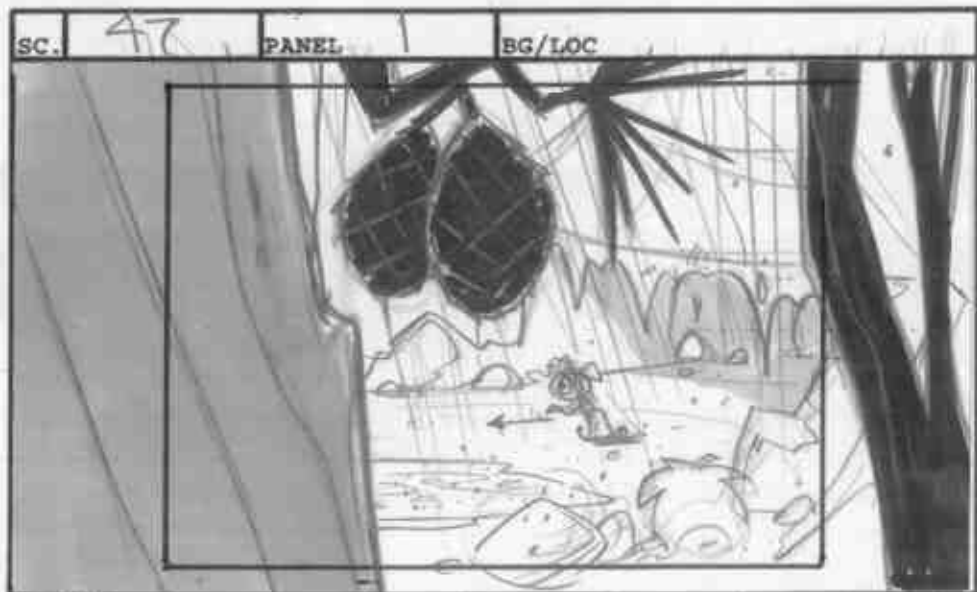
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
EXT. CAVE ENTRANCE - SNOW BLACK  
RUNS OUT IT'S STILL RAINING

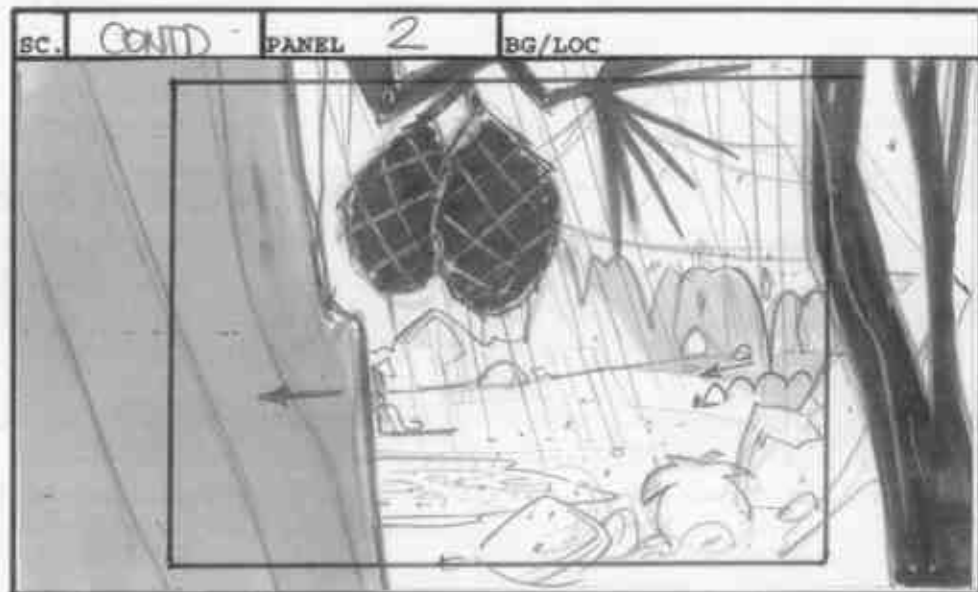
DIAL 24 CREEPIE: (VO)

ONE STORMY NIGHT, THE MOTH LARVA...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
AS SNOW EXITS, THE TICK HOPS OUT  
RIGHT BEHIND HER.

DIAL 24 CREEPIE: (VO) (CONTD)

PEEKED OUT OF HIS APPLE.

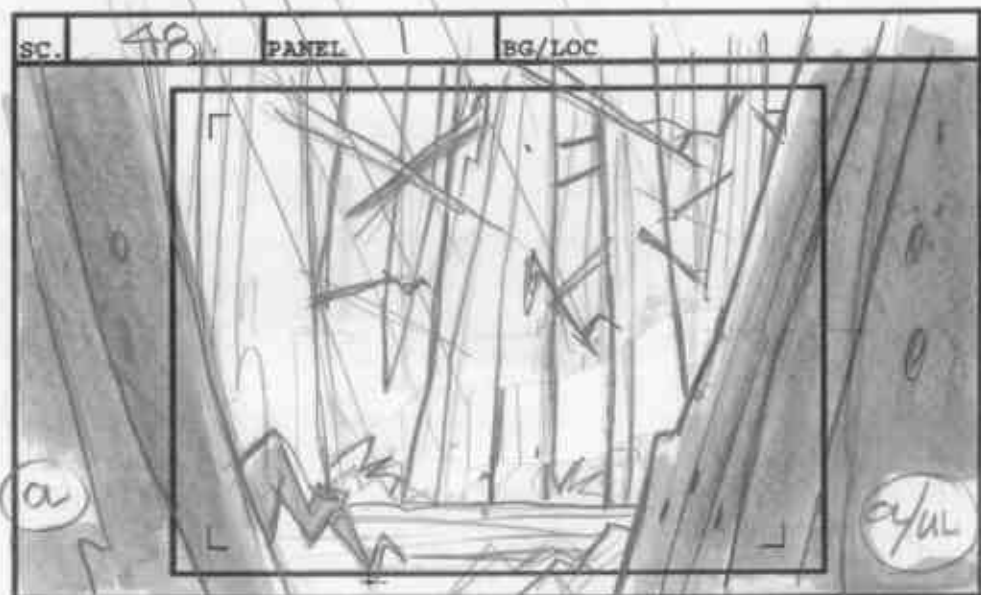
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
UP  
THE  
CREEPIE

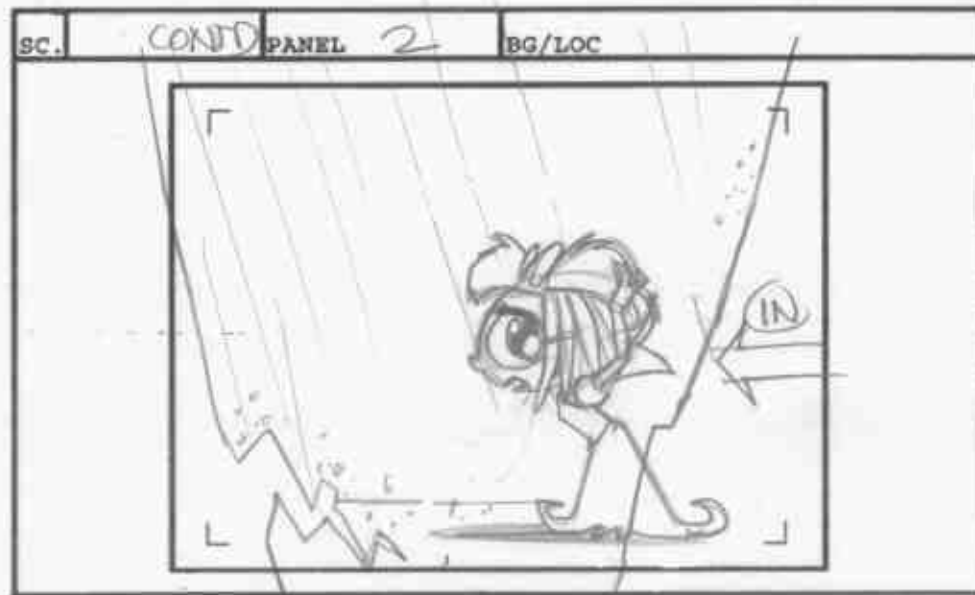


ACTION  
A SCARY PATHWAY. IT'S STILL RAINING

DIAL (24) CREEPIE: (10) (CONTD)  
.. TO SEE ..

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION  
SNOW BLACK RUNS IN

DIAL (24) CREEPIE: (10) CONTD  
.. THE YOUNG GIRL ..

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

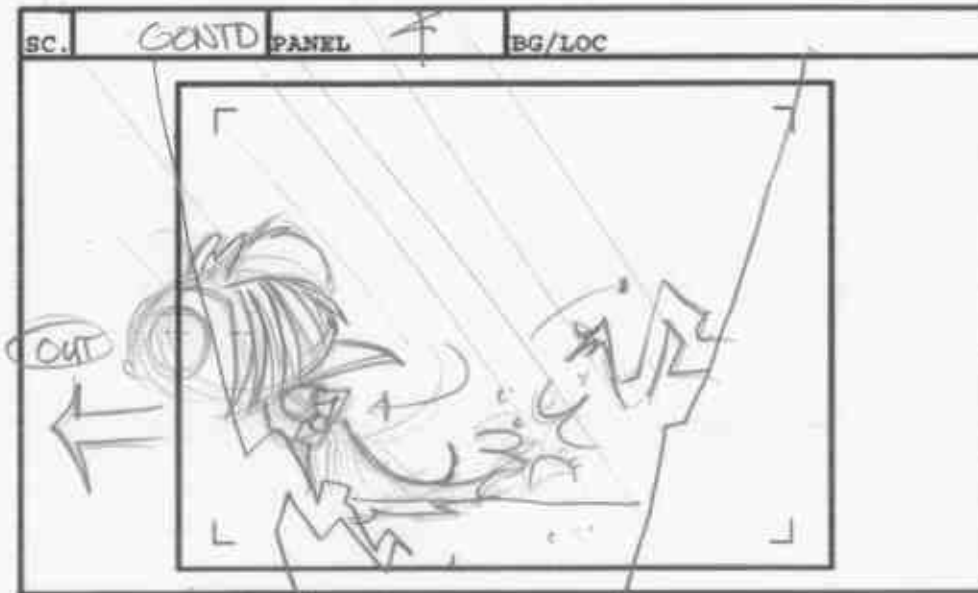
FINAL  
PROD #

growing  
up  
creepie



ACTION

SNOW IS SNAGGED BY A ROOT. SHE STRUGGLES ...



ACTION

IT SNAPS AND SHE CONTINUES OUT.

DIAL (2A) CREEPIE: (VO) (CONTD)

... RUNNING FOR HER LIFE ...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

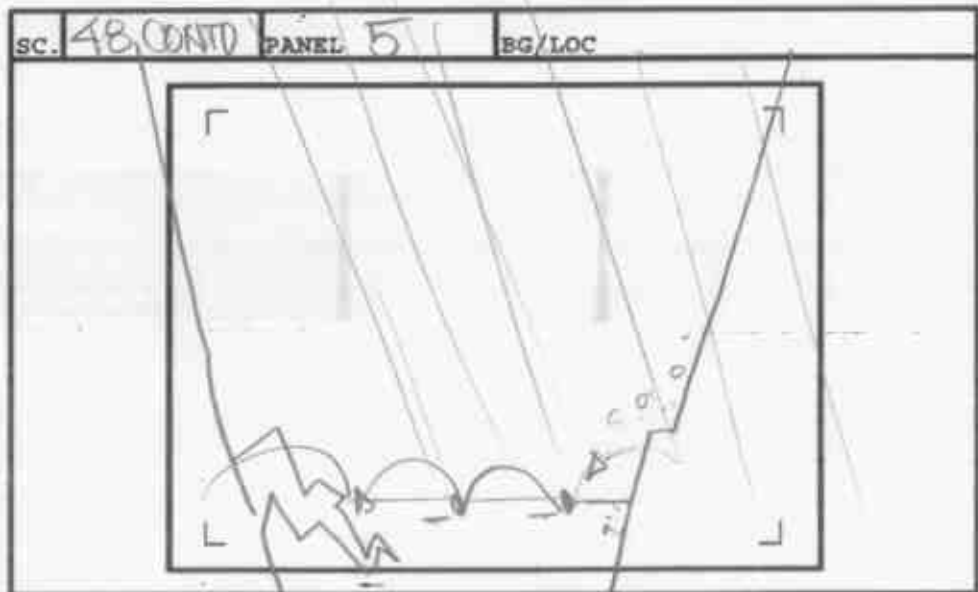
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
THE TICK HOPS THROUGH SCENE  
BEHIND SNOW BLACK.

DIAL (24) CREEPIE: (VO) (CONTD)  
... CHASING HER WAS THE QUEEN'S ...

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION  
ANGLE ON CLEARING THE RAIN IS  
STILL FALLING

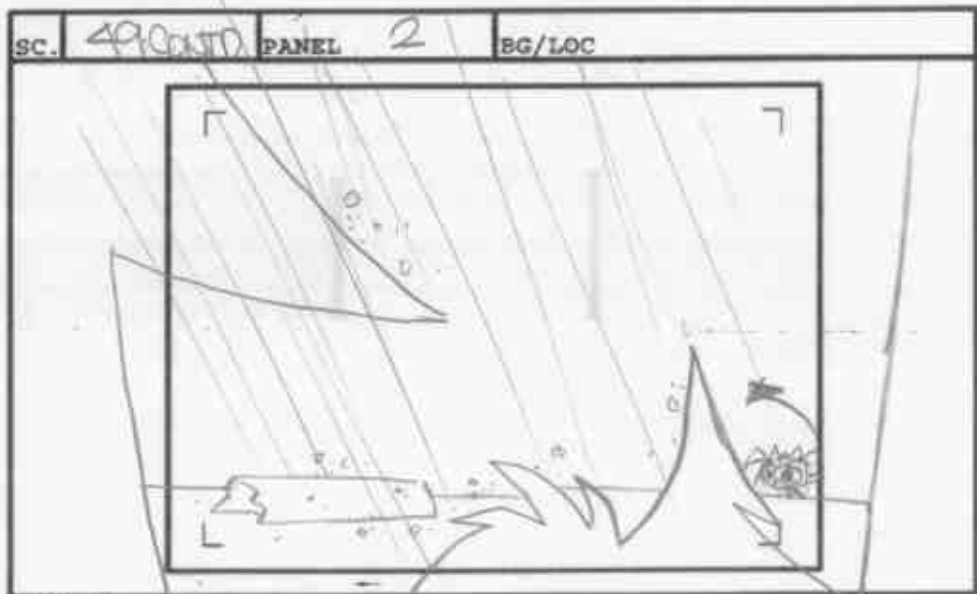
DIAL (24) CREEPIE: (VO) (CONTD)  
... EVIL HENCHBUG ...

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

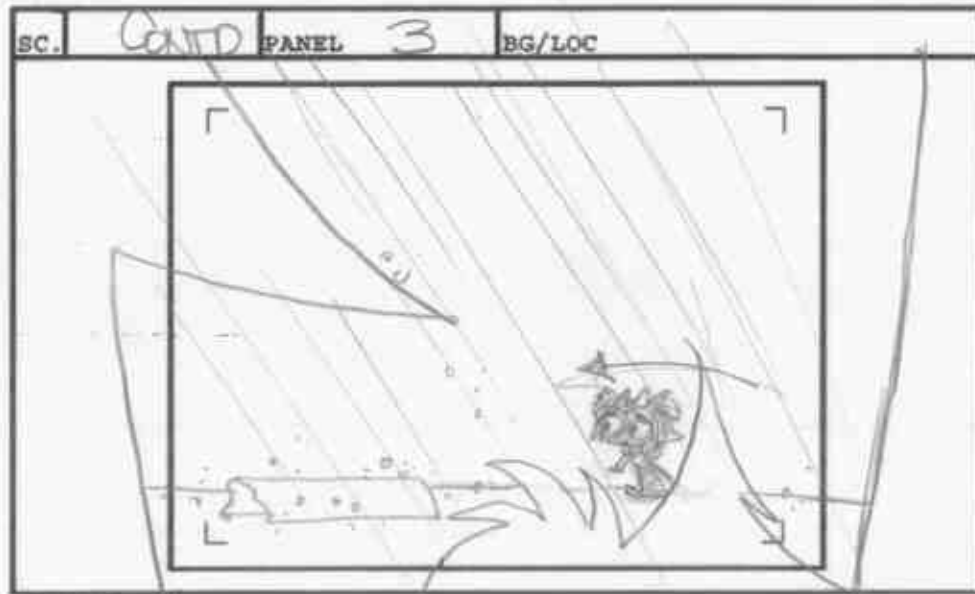
FINAL  
PROD #

growing  
up  
CREEPIE



ACTION

SNOW BLACK RUNS UP INTO VIEW



ACTION

DIAL (24) CREEPIE : (VO) CONTD  
 .. AN AUSTRALIAN

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (24) CREEPIE : (VO) (CONTD)  
 .. PARALYSIS TICK!

FX:  
SFX:

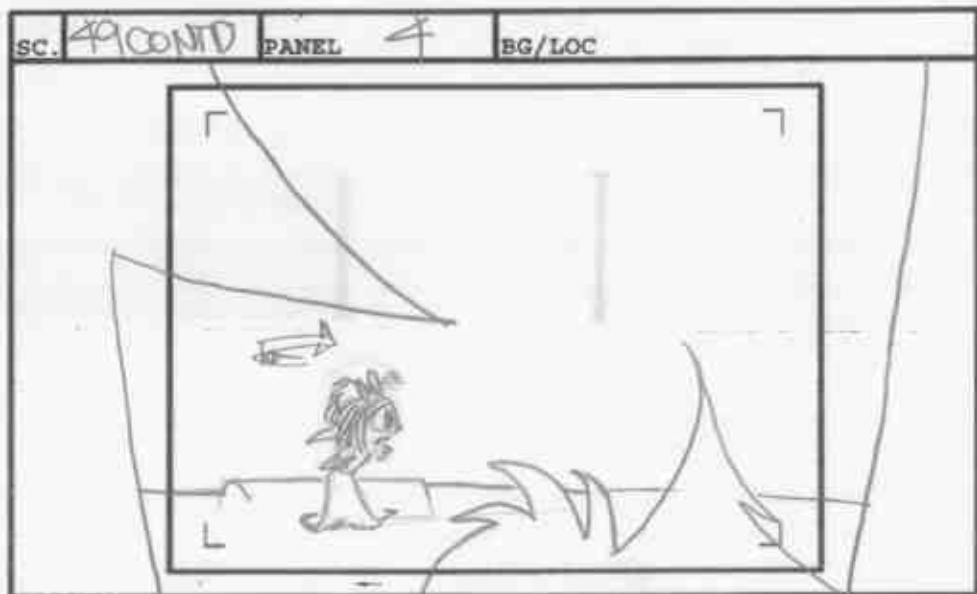
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION

SNOW BLACK STOPS AND TURNS TO  
LOOK BACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

LIGHTNING FLASH

DIAL SFX: <THUNDER>

FX:  
SFX:

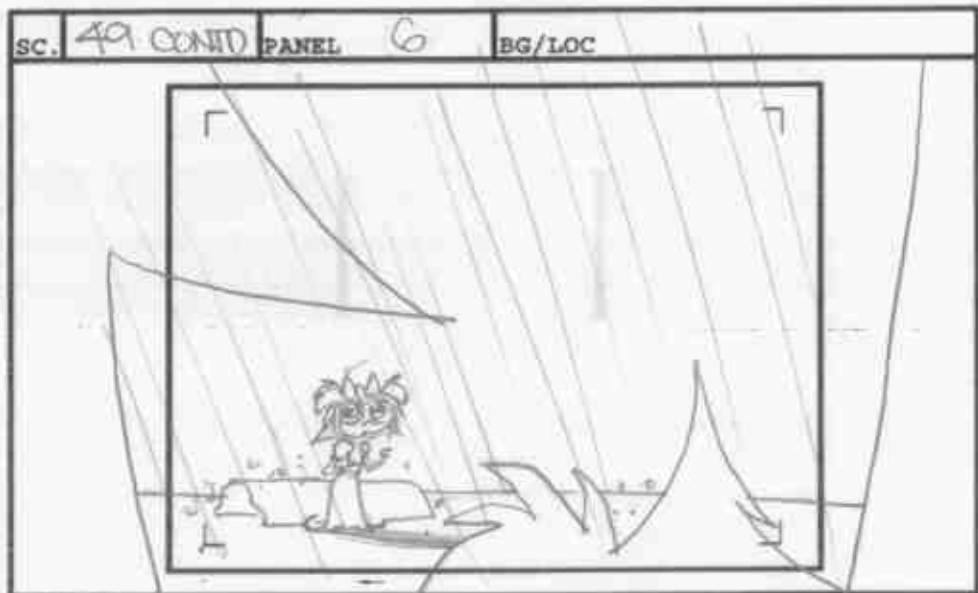
DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FINAL  
PROD #

growing  
up  
can be  
creepy



ACTION

SNOW BLACK LOOKS UP THE CHITTERING SOUND IS CLOSER.

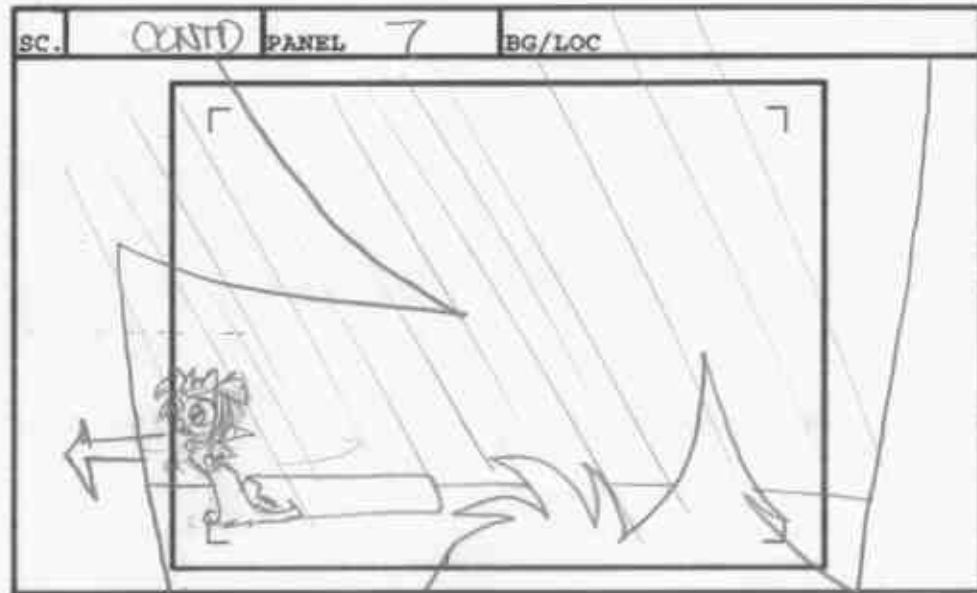
DIAL

FX:  
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

TURNING SHE RUSHES OUT.

DIAL

A SNOW BLACK:

HELP! HELP!

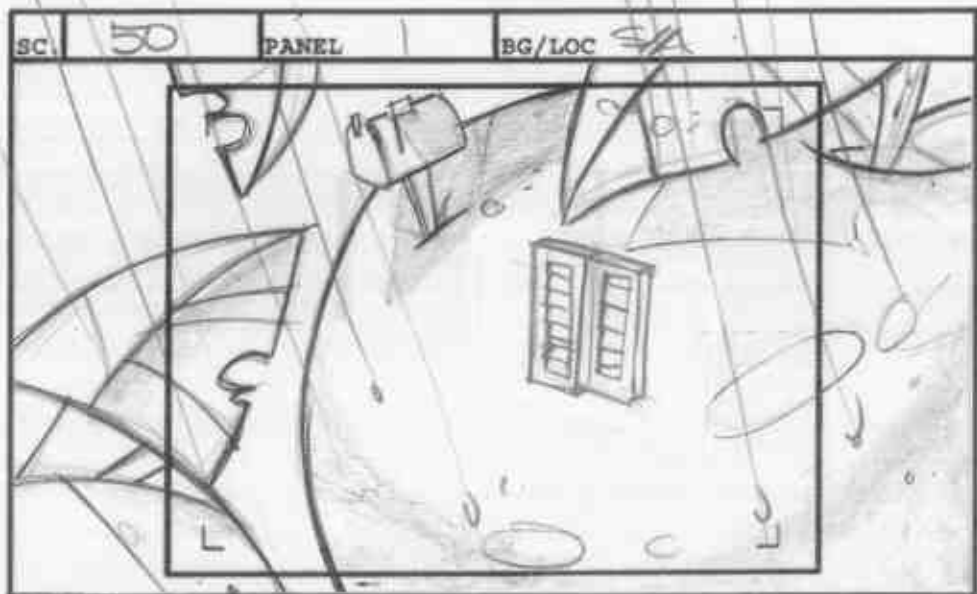
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON THE MOTH LARVAE'S HOME  
THE SHUTTERS ARE CLOSED  
(RAIN CONTINUES)

DIAL

▲ SNOW BLACK: (OS)

HELP! HELP!

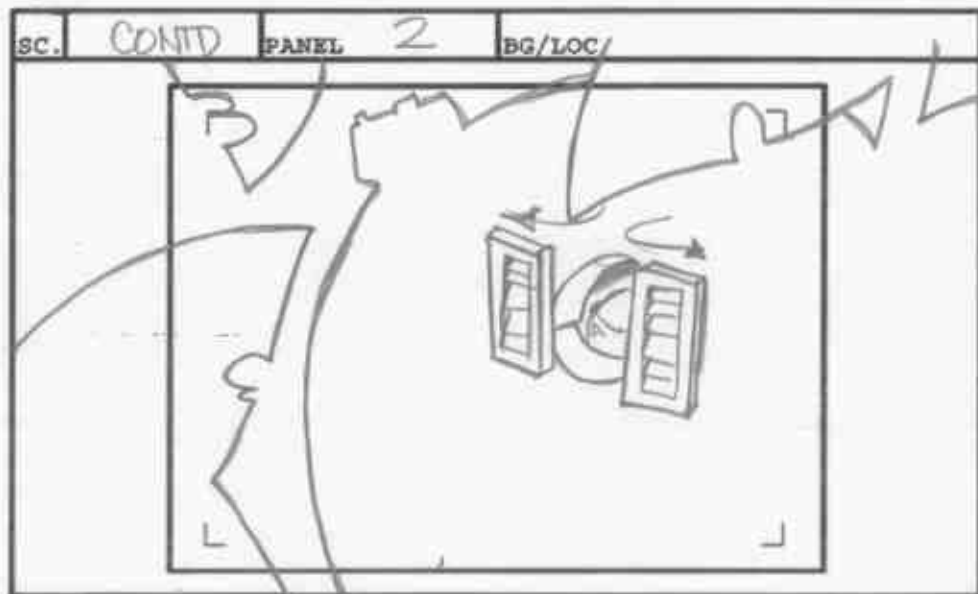
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

THE SHUTTERS FLY OPEN

DIAL

SNOW BLACK: (OS) (CONTD)

WILL SOMEONE NOT HELP!

FX:

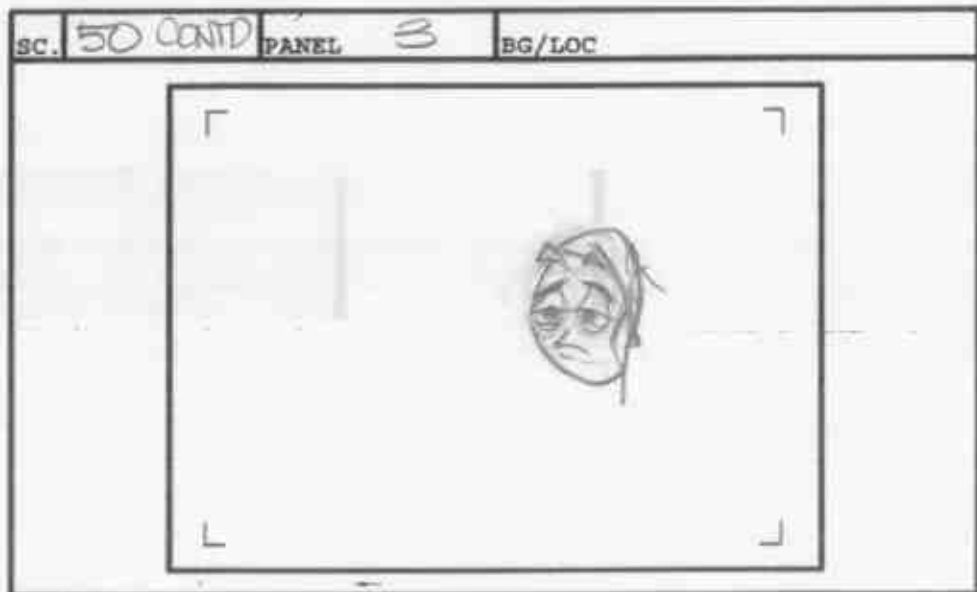
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
and  
creepie



ACTION

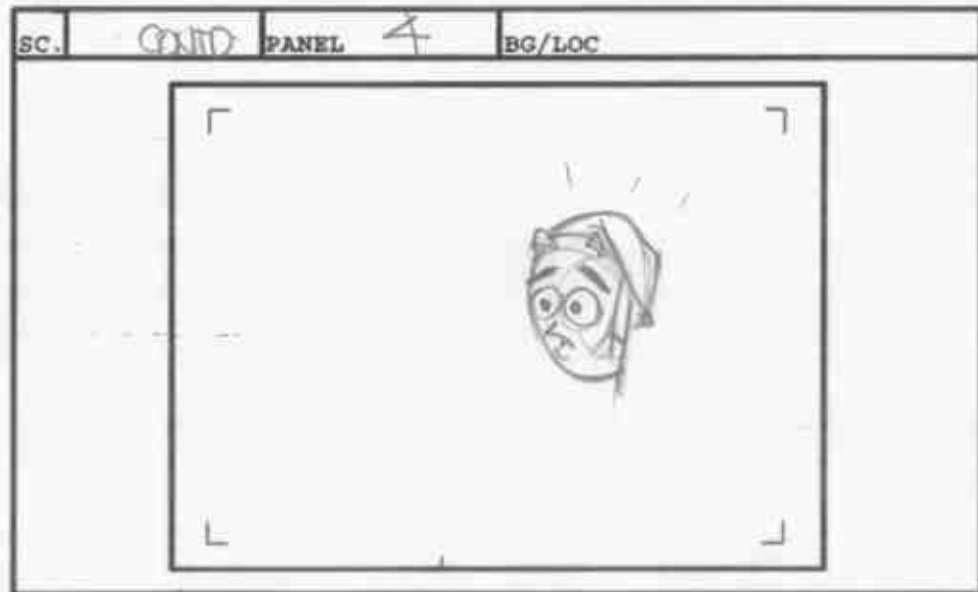
A SLEEPY-EYED, NIGHTCAP WEARING MOTH LARVA PEEKS OUT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

HE REACTS TO SNOW BLACK CRIES FOR HELP

DIAL

△ SNOW BLACK: (CC)

HELP ME! HELP ME!

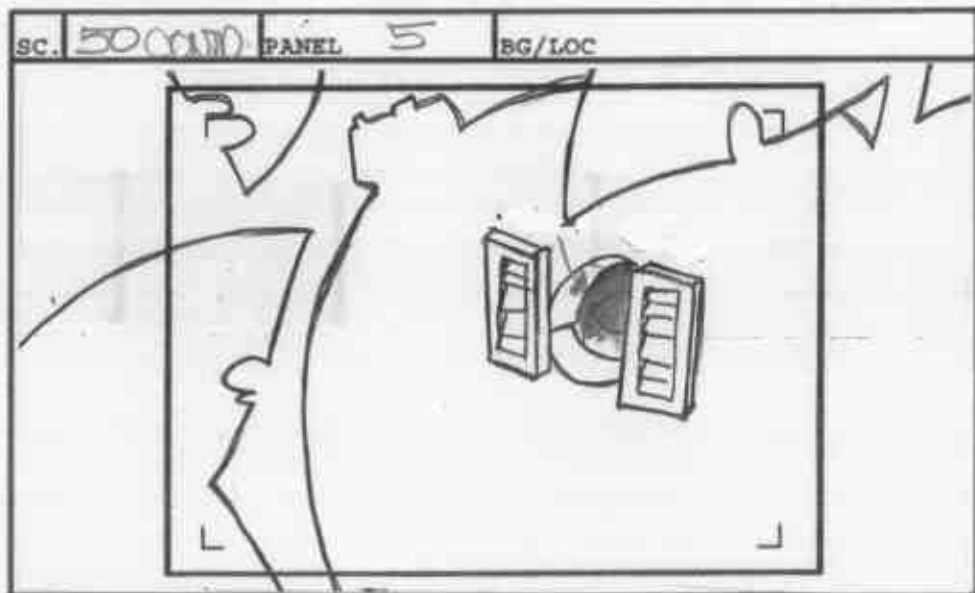
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



FINAL  
PROD #



ACTION

THE LARVA DUCKS BACK INTO HIS HOME.

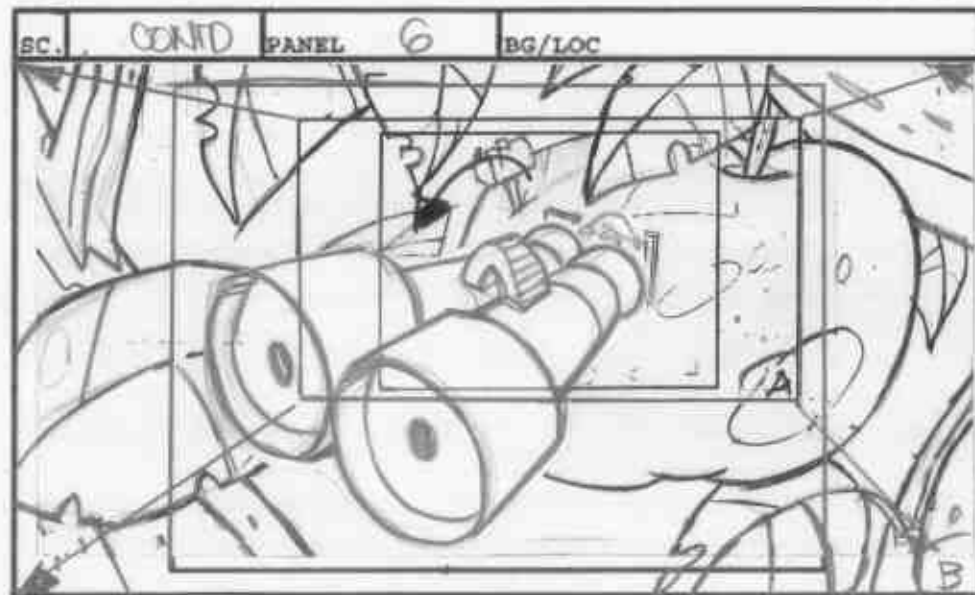
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE LARVA POPS BACK OUT WITH A HUGE PAIR OF BINOCULARS. TRUCK OUT WITH ACTION (A) → (B)

DIAL



FX:

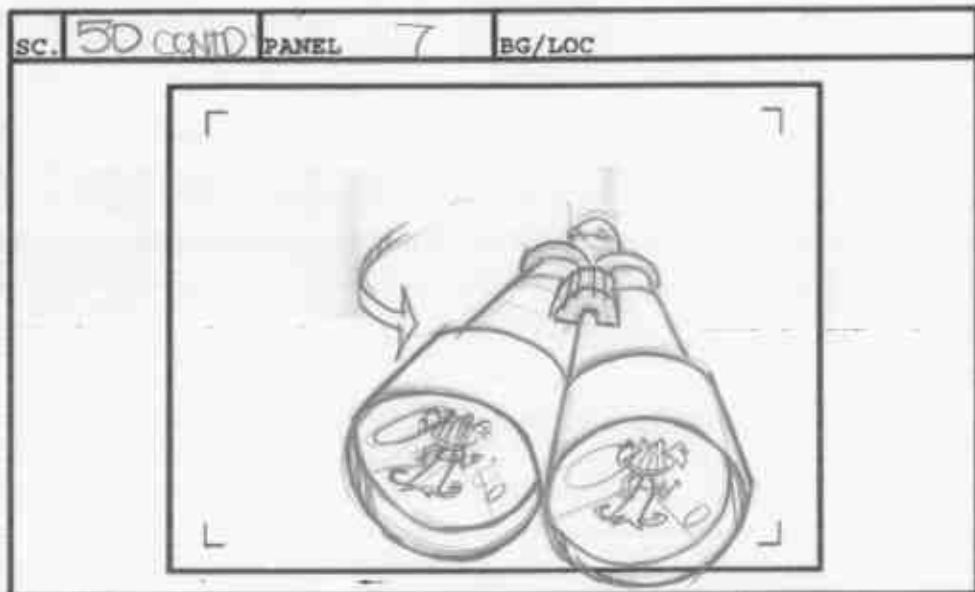
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE LARVA FOLLOWS SNOW BLACKS MOVEMENT. (HER REFLECTION SHOWS IN THE GLASSES.)

DIAL

(25) MOTH LARVA:

OH ME, OH MY!...

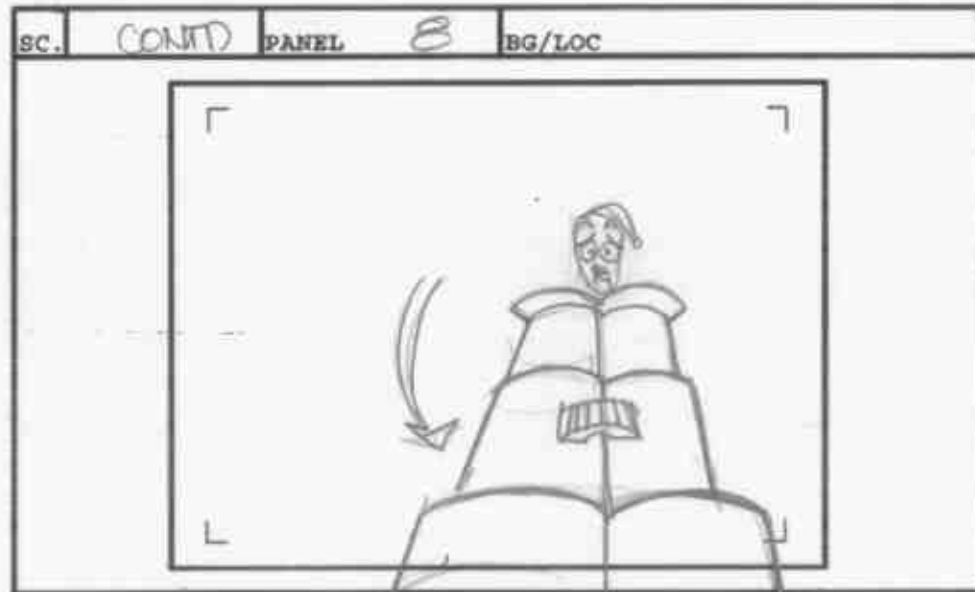
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

THE LARVA LOWERS THE BINOCULARS

DIAL

(25) MOTH LARVA: (CONT)

WHO CHASES THIS BEAUTY AND WHY?

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION

STOP ←

(PAN)

START

ANGLE ON FOREST PATHWAY (IT'S STILL RAINING)

\* BG ONLY, SCENE CONTS ON NEXT PAGE

DIAL

DIAL

FX:  
SFX:

FX:  
SFX:

DIRECTOR'S NOTES

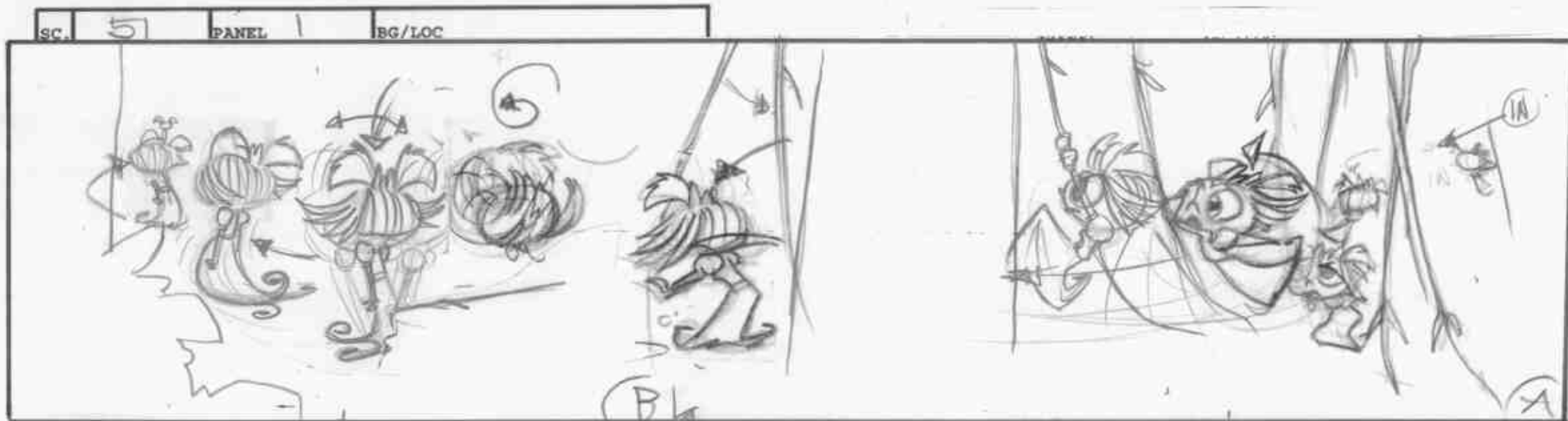
DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES

SLUG NOTES



ACTION

STOP

PAN

START

SNOW BLACK RACES IN. SHE LEAPS UP GRABBING A VINE AND SWINGING OVER THE STREAM. PAN W/ACTION. A-D (B) SNOW BLACK LANDS IN FRONT OF A LOG, SOMERSAULTING OVER IT AND GRACEFULLY LANDING AND RUSHING DOWN THE PATHWAY.

DIAL

(26) CREEPIE: (VO)

DIAL

THE LARVA WAS WORRIED, BUT IMPRESSED WITH SNOW BLACK'S GRACE UNDER PRESSURE AND ACROBATIC SKILLS.

FX:  
SPX:

FX:  
SPX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



growing  
up  
creepie

SC. 51 CONTD. PANEL 2. BG/LOC



ACTION

START → (PAN) → STOP/START  
 STOP ←

DIAL

PAN BACK TO THE HEAD OF THE PATH (B) → (A) THE TICK HOPS DOWN THE PATH. HE PLOPS INTO THE STREAM. HE HOPS UP ON THE OPPOSITE BANK. PAN WITH ACTION (A) → (B). THE TICK CONTINUES DOWN THE PATH. HE HOPS STRAIGHT INTO THE LOG HE PICKS HIMSELF UP AND CONTINUES AROUND THE PATH AND DOWN THE PATH

FX:  
SFX:

FX:  
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

[Empty box for Director's Notes]

FINAL  
PROD #

SLUG NOTES

SLUG NOTES

growing  
UP  
the  
CREEPER



ACTION  
ANGLE CN. RUN DOWN COTTAGE (STOP)  
SNOW BLACK RUNS IN. PAN W/ACTION (A)+(B) (STRE)  
(STILL RAINING BUT TAPERING OFF)

DIAL

DIAL

FX:

FX:

SFX:

SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

[Empty box for notes]

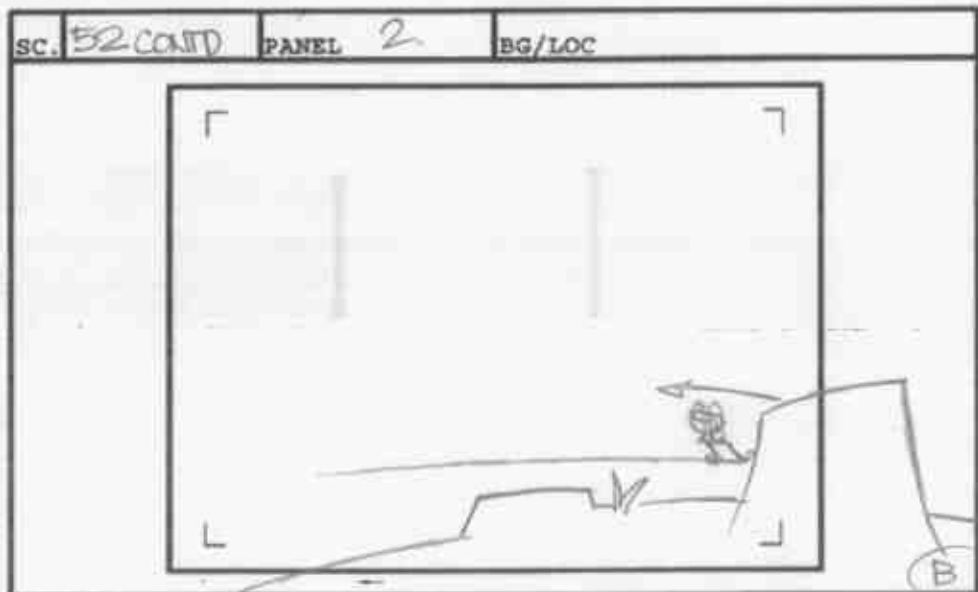
SLUG NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
the  
creepie



ACTION

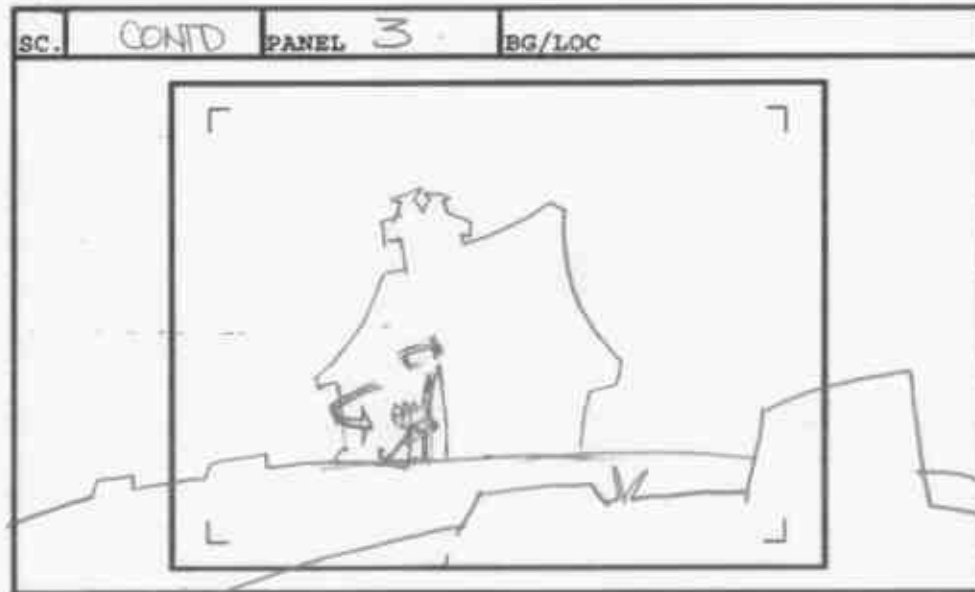
SNOW RUNS TOWARDS THE COTTAGE

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AND RUNS INSIDE THE COTTAGE

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

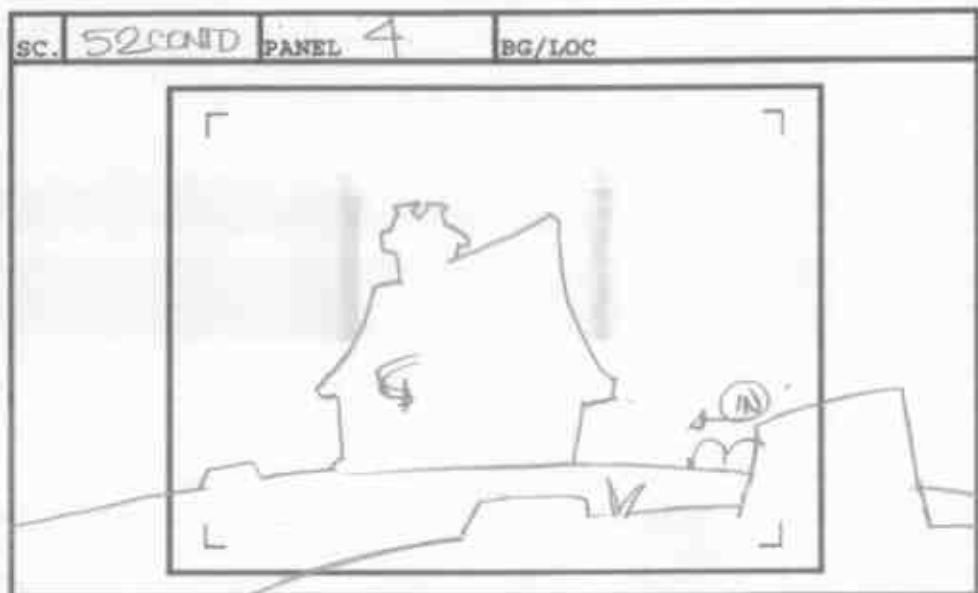
SLUG NOTES

FINAL

PROD #

growing  
up  
creepie

THU



ACTION AS THE DOOR CLOSES THE TICK HOPS INTO VIEW.

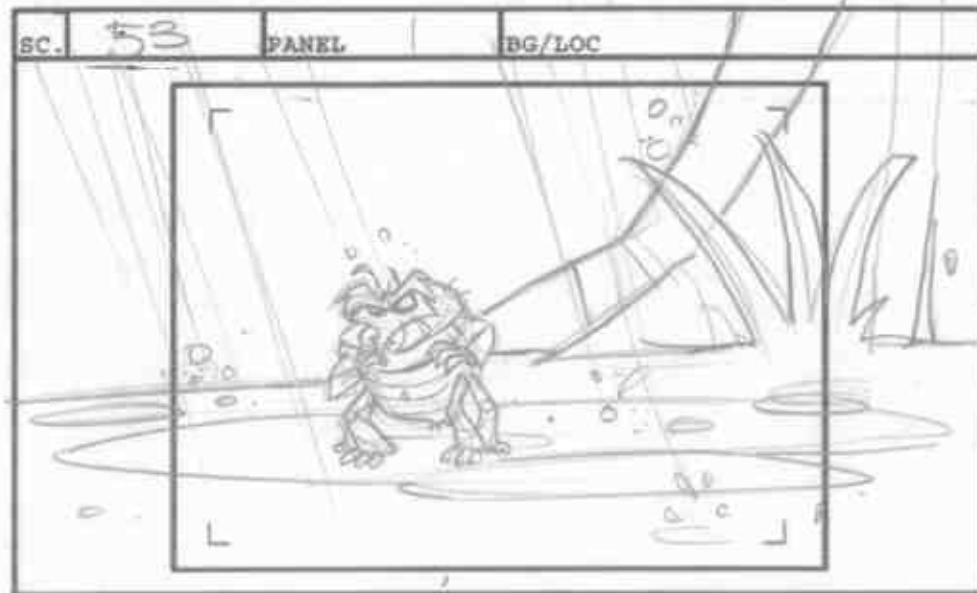
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION CLOSE ON THE TICK HE'S STOP AT THE BOTTOM OF THE APPLE TREE.

DIAL

FX:  
SFX:

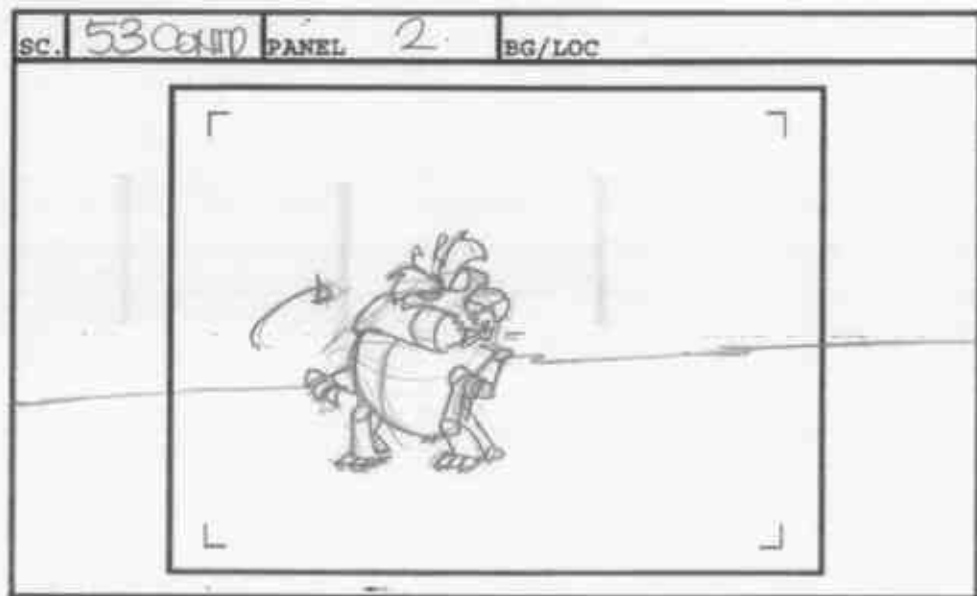
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #

growing  
UP  
CREEPIE



ACTION

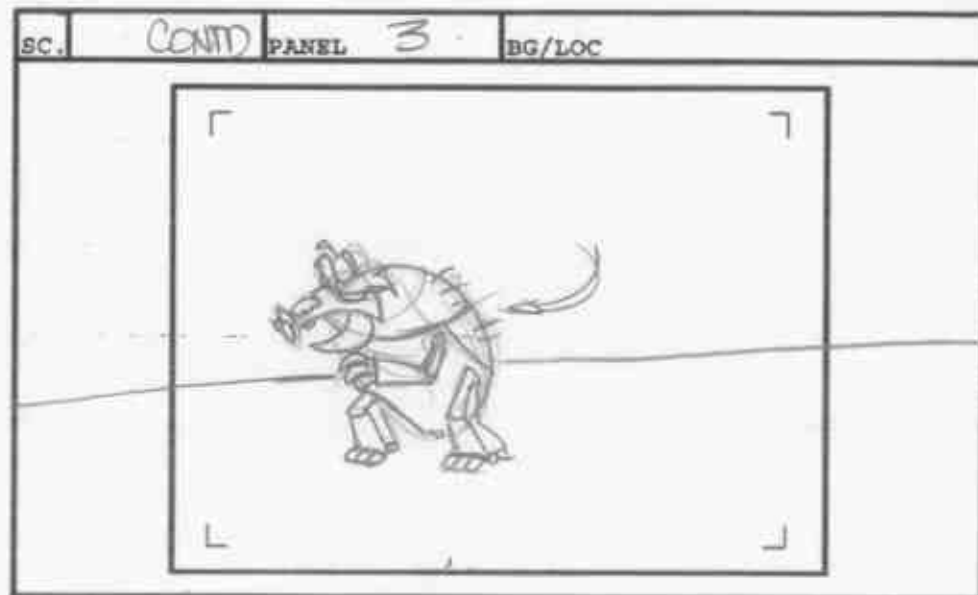
HE LOOKS AROUND.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:  
SFX:

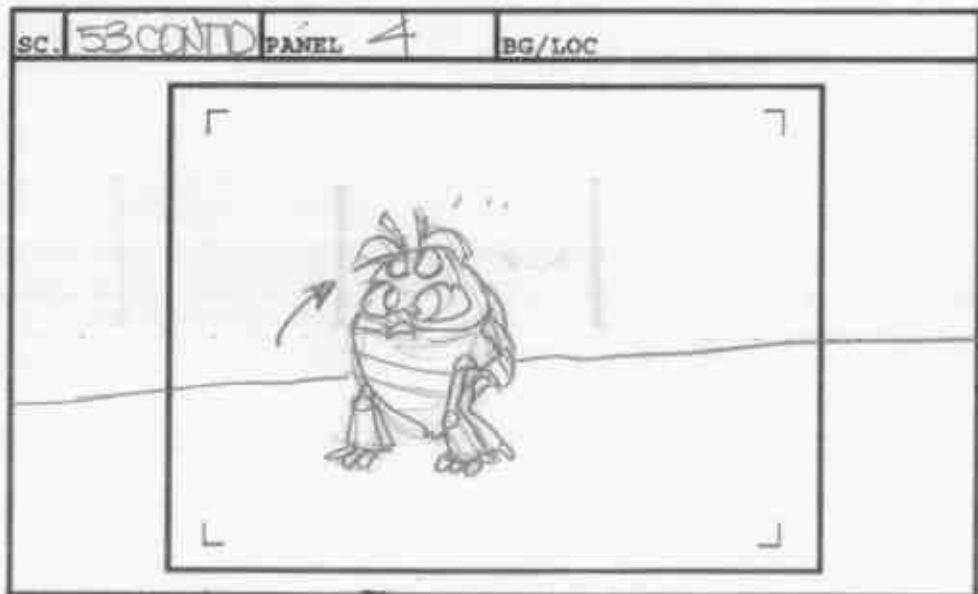
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION

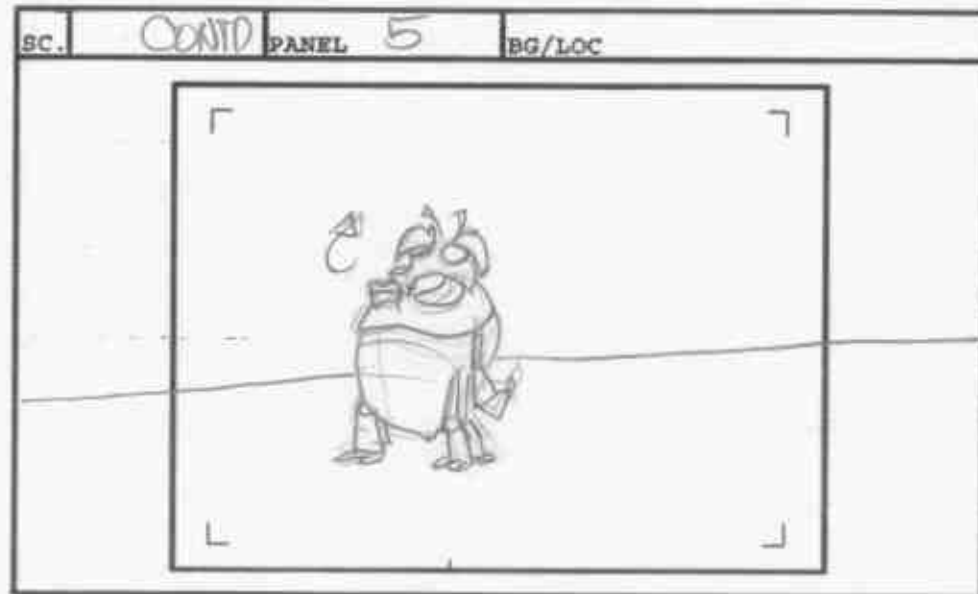
A LOUD CRACK GETS HIS ATTENTION

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE TICK LOOKS UP

DIAL

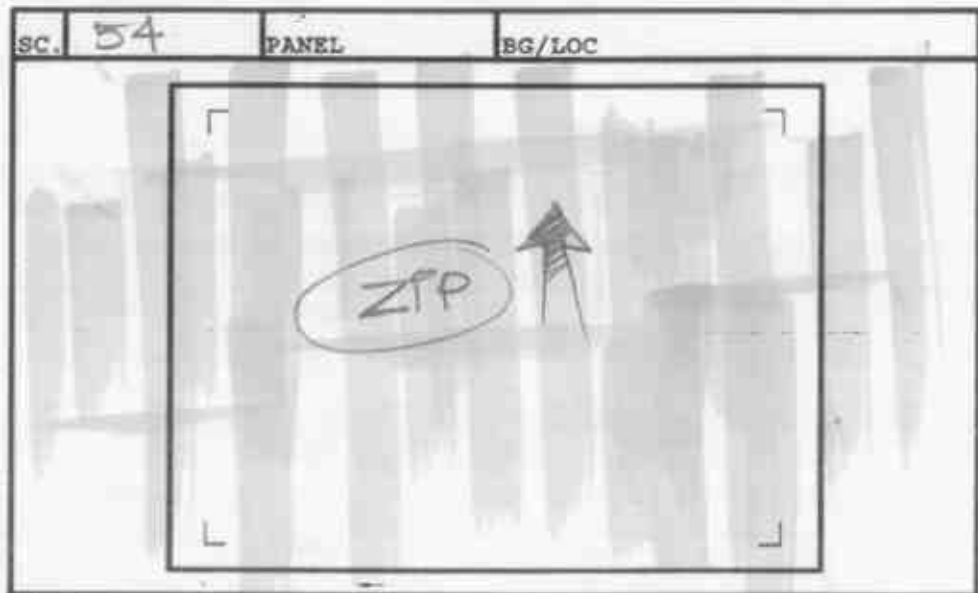
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ZIP RAN TO

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON MOTH LARVA'S APPLE HOME. IT SWINGS FROM SIDE TO SIDE

DIAL

FX:  
SFX:

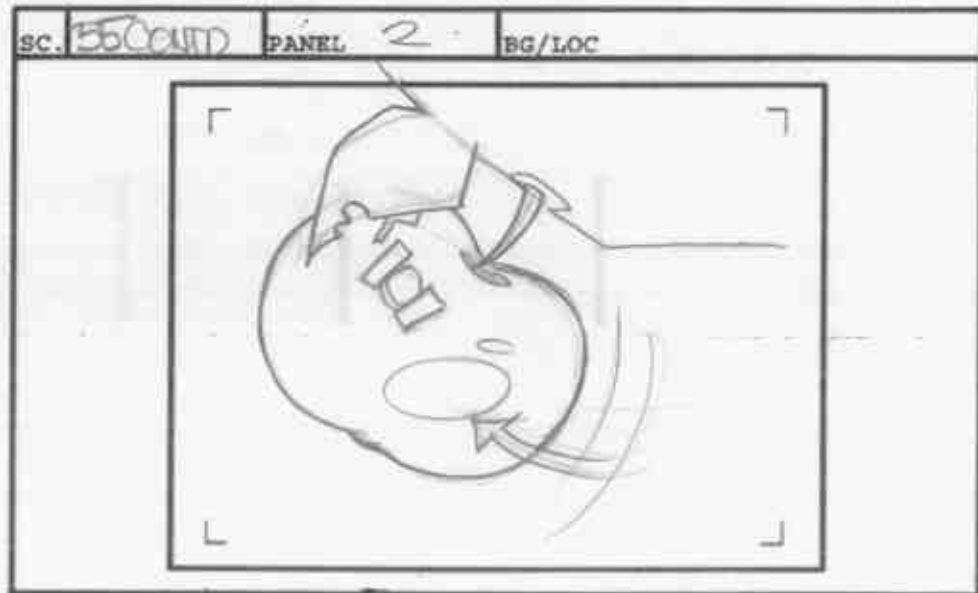
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION

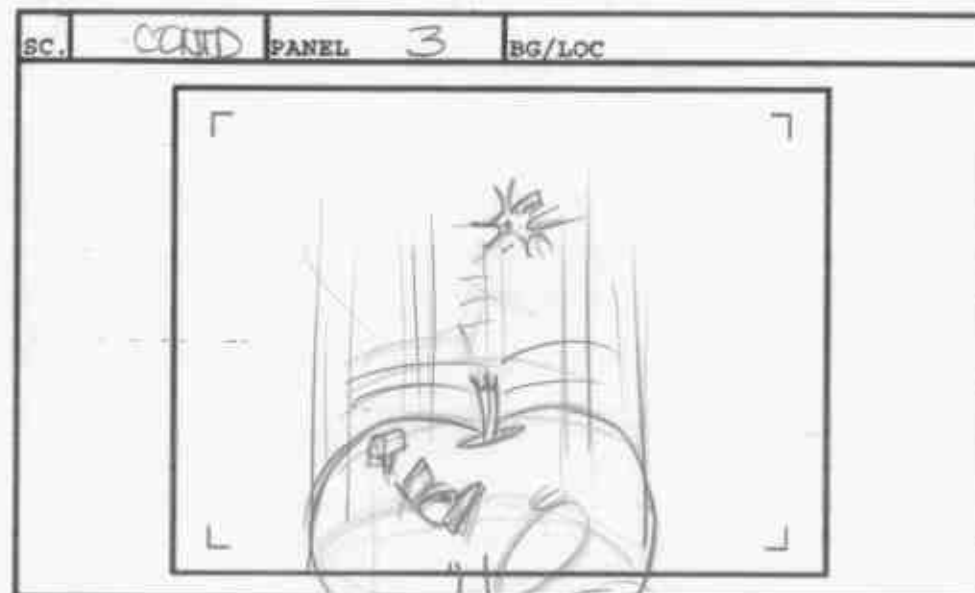
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

IT SNAPS OFF AND FALLS OUT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

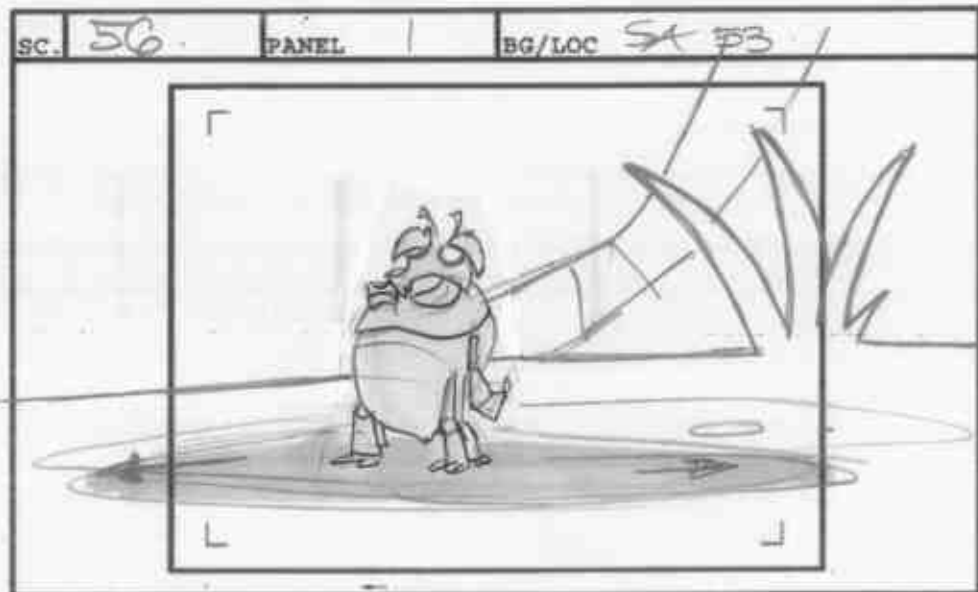
SLUG NOTES

FINAL

PROD #



growing  
up  
creepie



ACTION  
ANGLE ON THE TICK LOOKING UP  
(THE RAIN HAS STOPPED)

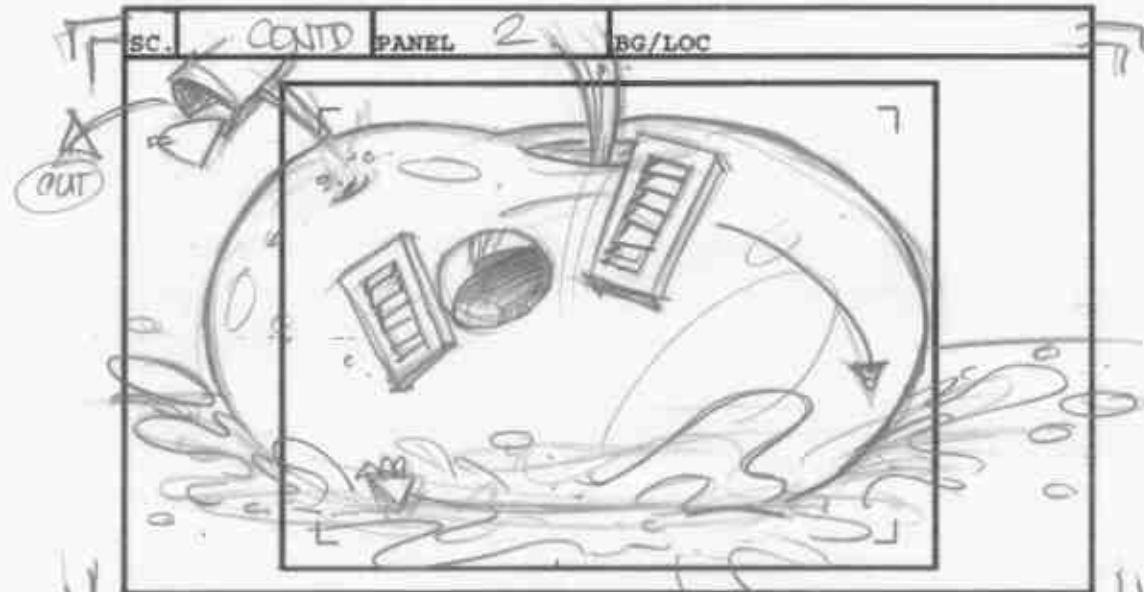
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
(CAMERA SHAKE)  
"SPLAT!" THE APPLE FALLS STRAIGHT  
ONTO THE TICK. MUD SPLASHES EVERYWHERE

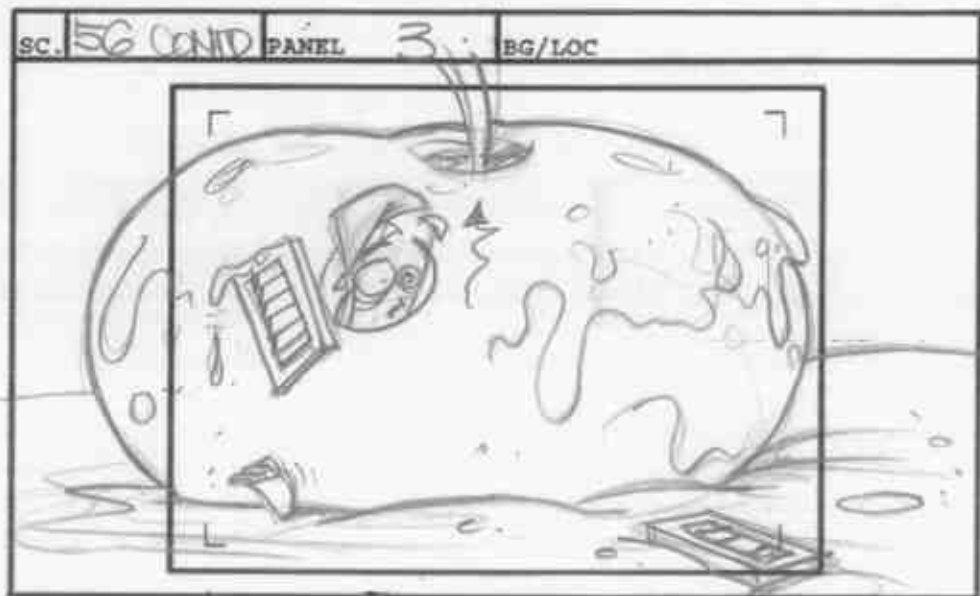
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

A WOODY LARVA POKES HIS HEAD OUT THE WINDOW

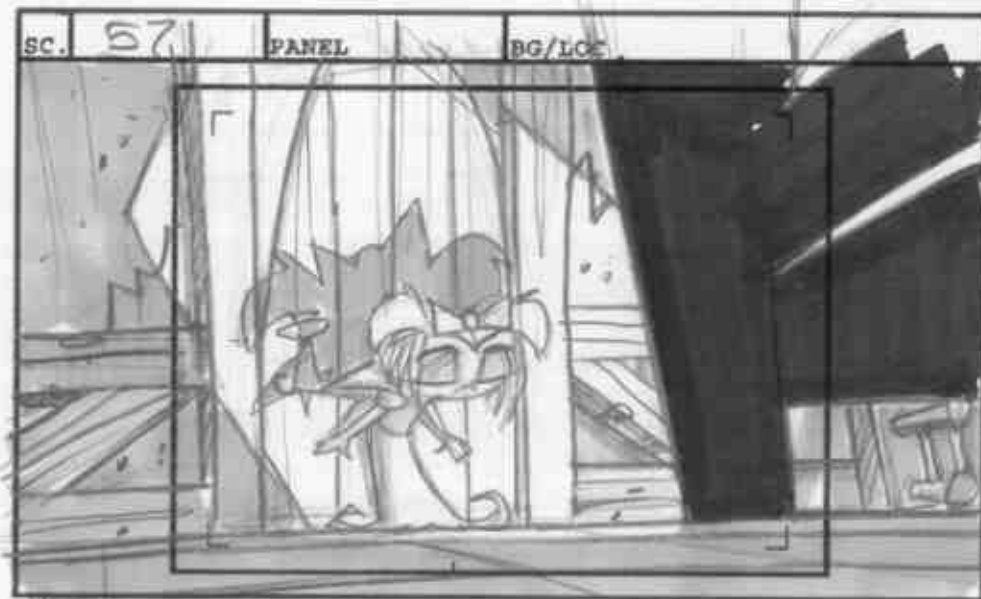
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

INT. RUNDOWN COTTAGE  
SNOW BLACK IS CATCHING HER BREATH

DIAL

FX:  
SFX:

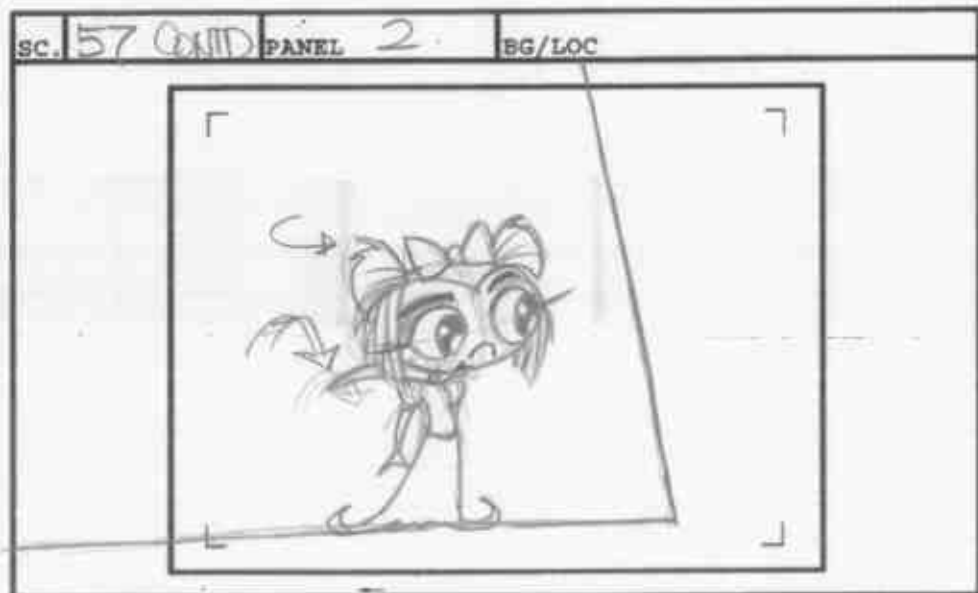
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION  
SNOW BLACK STRAIGHTENS UP ..

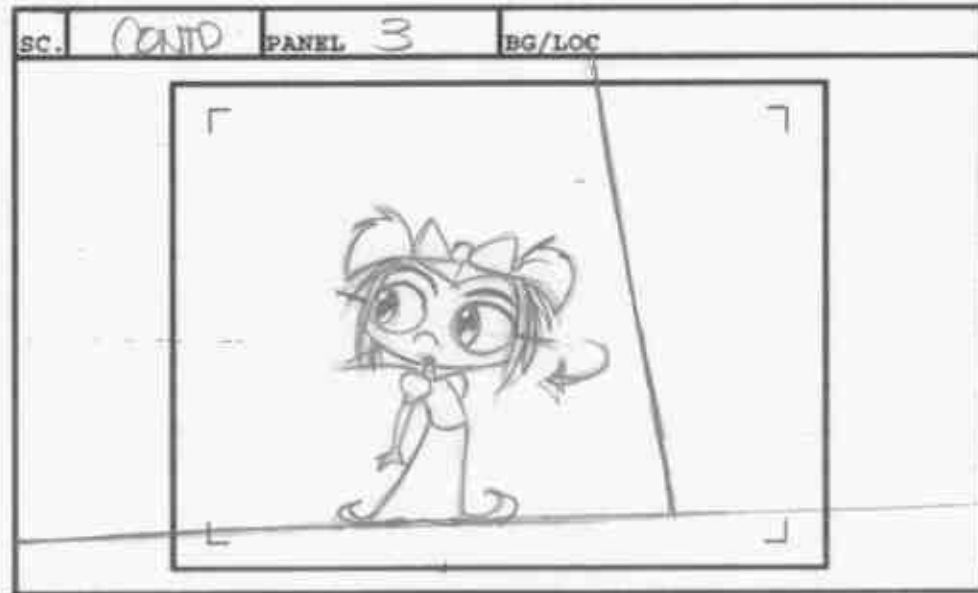
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
.. AND LOOKS AROUND

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION

ACTION

(STOP) ← (PAN) → (START)

INT RUNDOWN COTTAGE - REV ANGLE  
 SNOW BLACK'S P.O.V AS SHE LOOKS AROUND THE COTTAGE

DIAL

(29) SNOW BLACK (OS)

DIAL

.. HOMEY!..

FX:  
SFX:

FX:  
SFX:

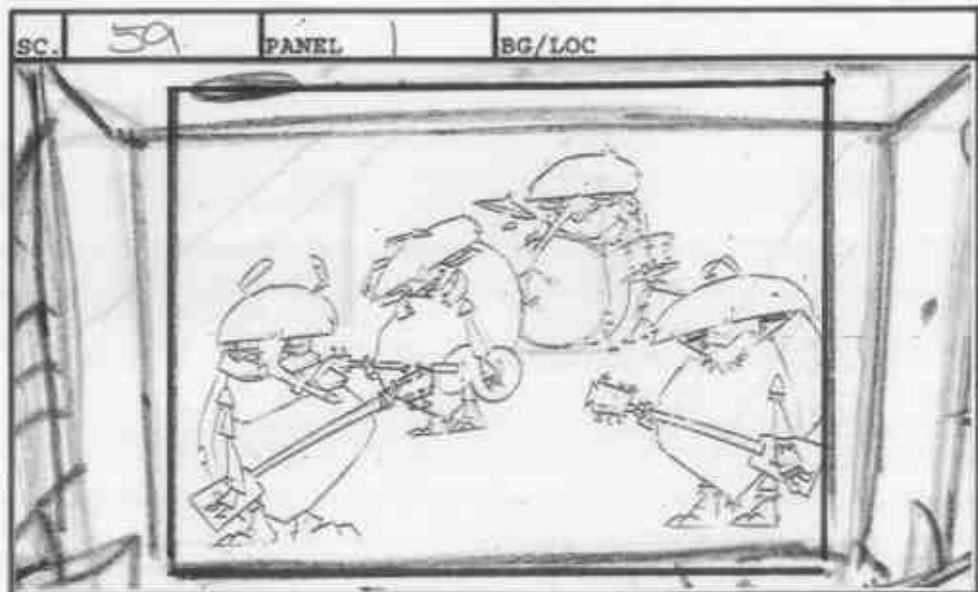
DIRECTOR'S NOTES

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

CLOSE ON A FRAMED PAINTING OF FOUR BEETLES WHO RESEMBLE THE BEETLES, HAIRCUTS AND ALL.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

TRUCK OUT (A) → (B) AS SNOW BLACK TAKES IN THE PAINTING

DIAL

(30) SNOW BLACK:

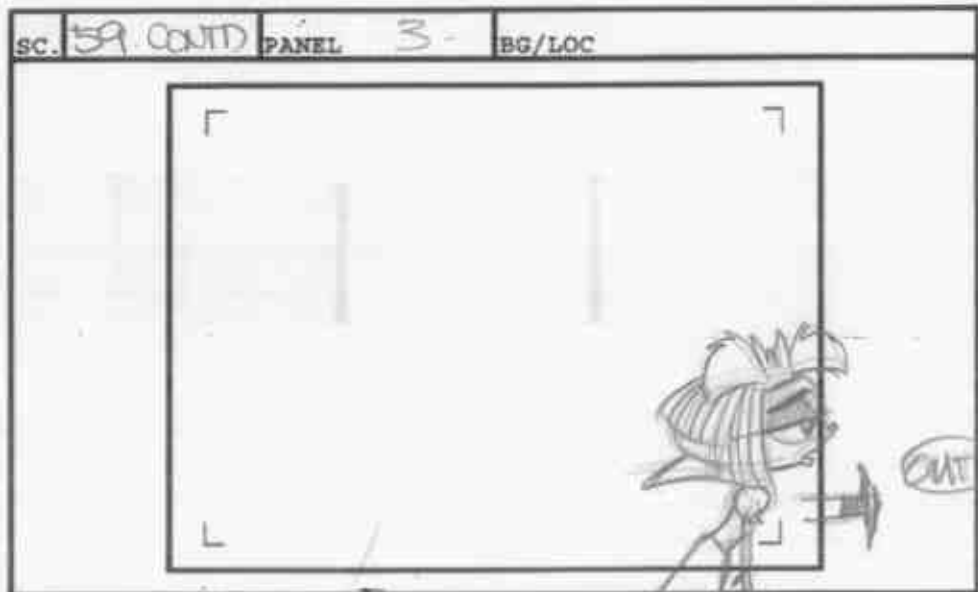
HOPE THEY WON'T MIND...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

A TIRED-LOOKING SNOW BLACK EXITS SCENE

DIAL

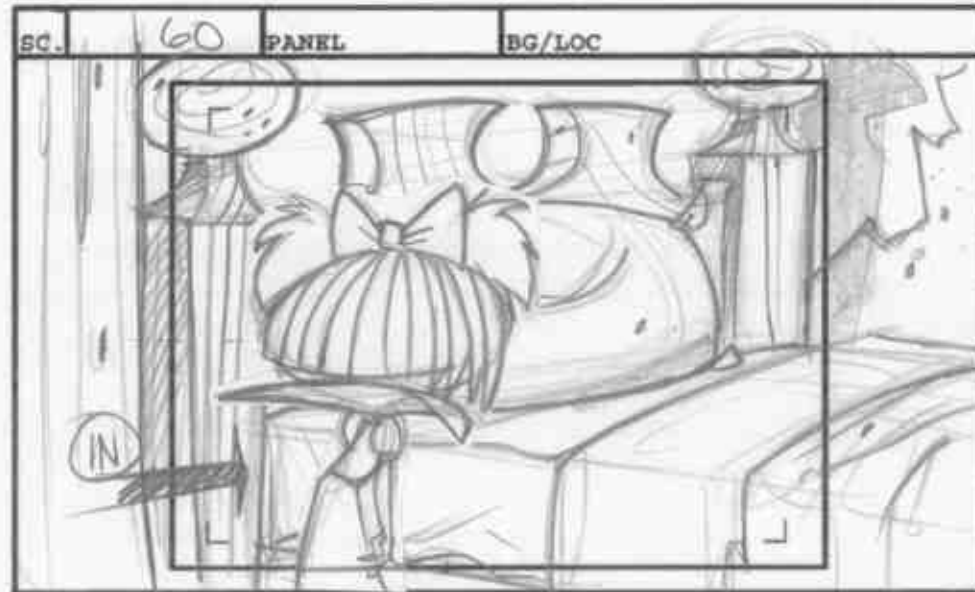
30 SNOW BLACK: (CONTD)

.. IF I HIDE OUT IN THEIR BANDSHACK FOR A WHILE ..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON THE BED. SNOW BLACK ENTERS

DIAL

31 CREEPIE: (VO)

EXHAUSTED FROM ...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
AN EXHAUSTED SNOW HOPS UP ONTO THE BED

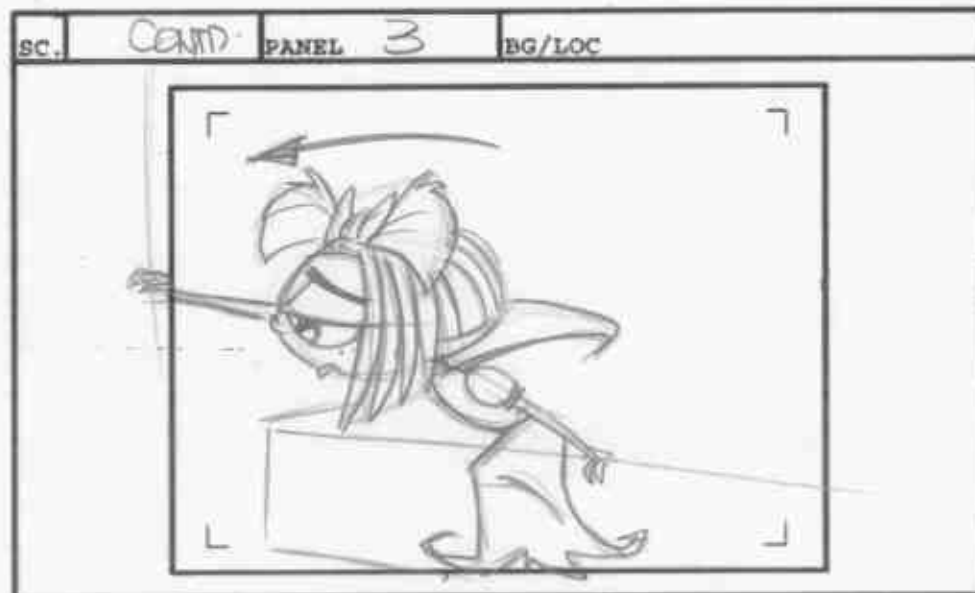
DIAL (3) CREEPIE: (VO) (CONTD)

.. HER ADVENTURE ..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
SNOW REACHS OFFSTAGE

DIAL (31) CREEPIE: (VO) (CONTD)

.. SNOW BLACK ..

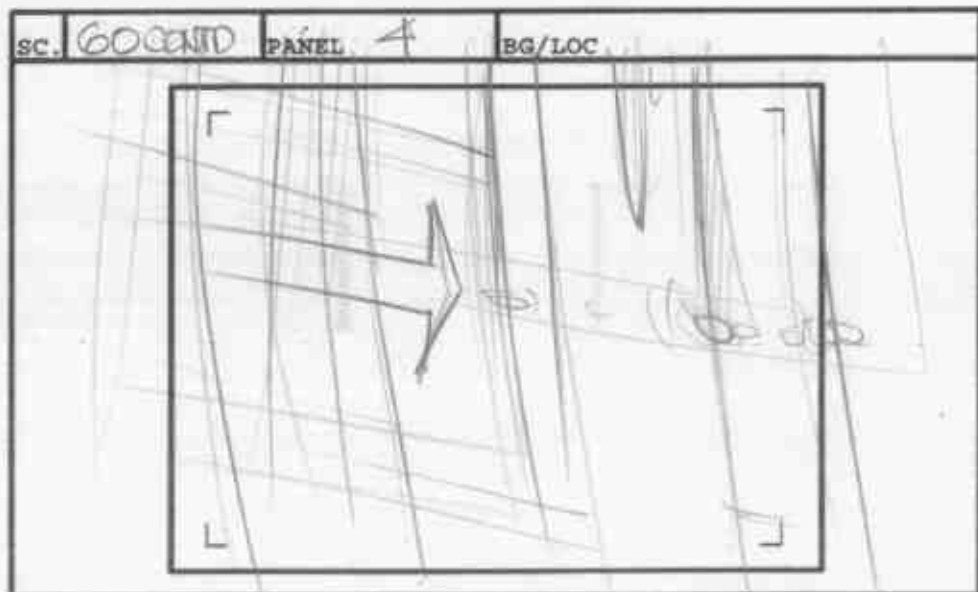
FX:  
SFX:

DIRECTOR'S NOTES

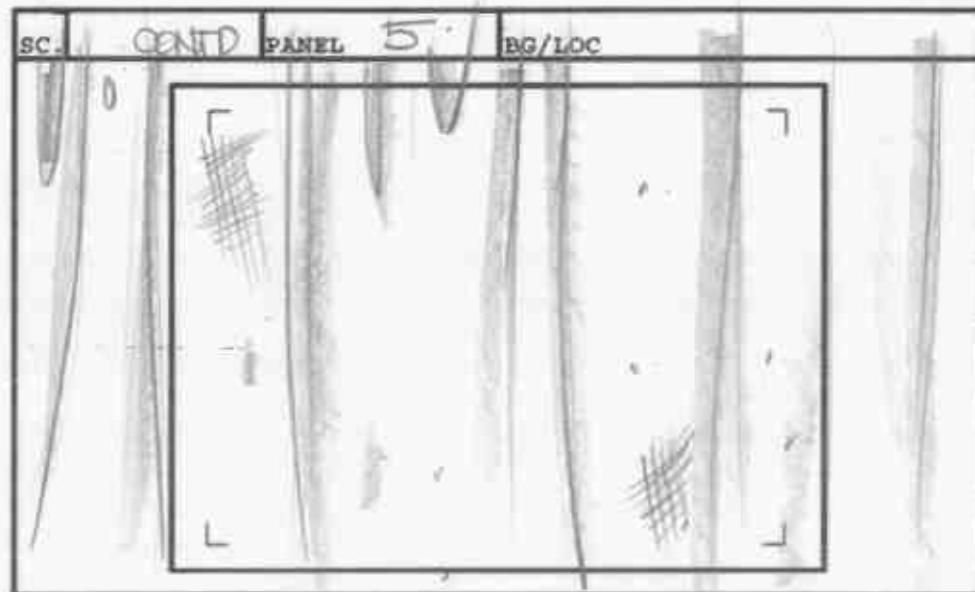
SLUG NOTES

FINAL

PROD #



ACTION  
SNOW PULLS CURTAINS CLOSED



ACTION  
ON CURTAINS

DIAL (31) CREEPIE: (VO) (CONTD)  
... BEGAN TO SNOOZE!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (32) SNOW BLACK: (OS)  
<LOUD SNORING!>

FX:  
SFX:

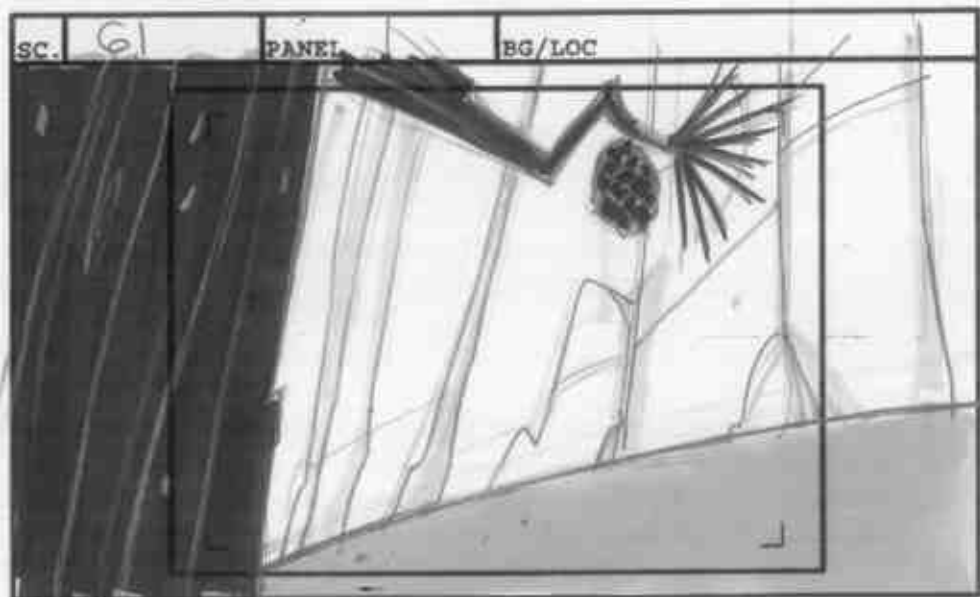
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



growing  
up  
creepie



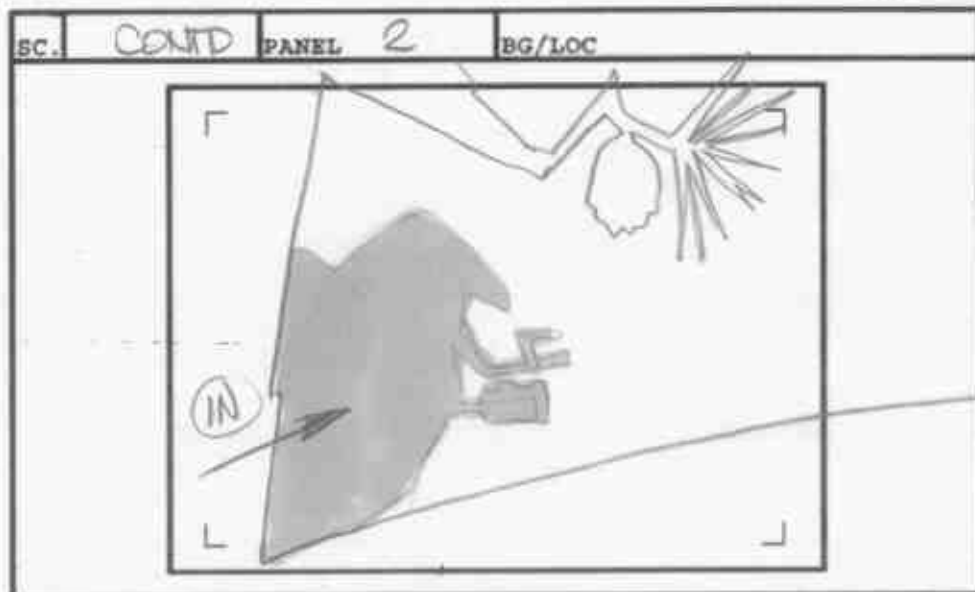
ACTION  
ANGLE ON CLIFF WALL NEAR THE  
RUNDOWN COTTAGE

DIAL (33) FOUR BEETLES: (OS)  
(SINGING)  
WORK IS DONE.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
A SHADOW SLIDES IN

DIAL (33) 4 BEETLES: (CONTD)  
.. OH YEAH!

FX:  
SFX:

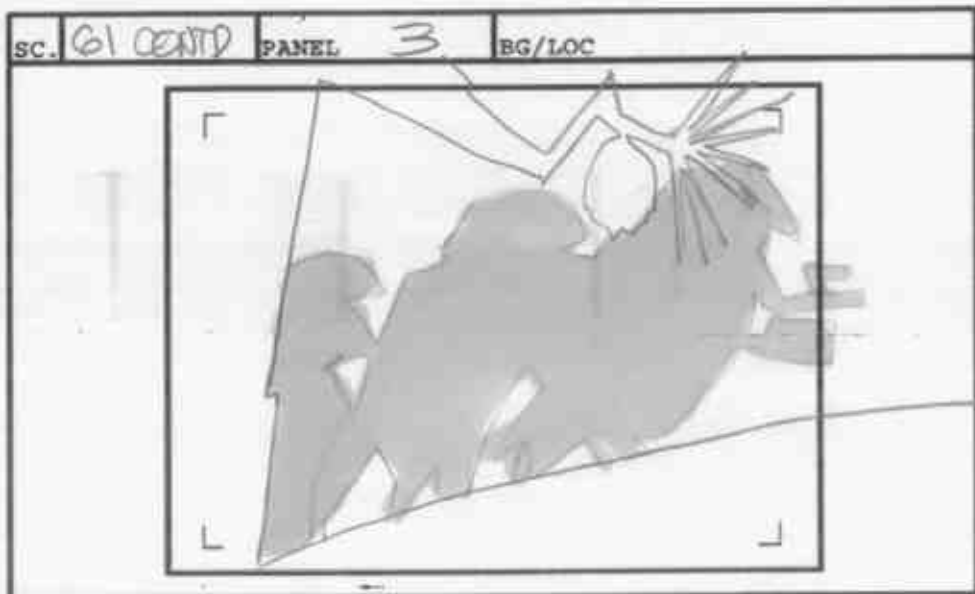
DIRECTOR'S NOTES

SLUG NOTES

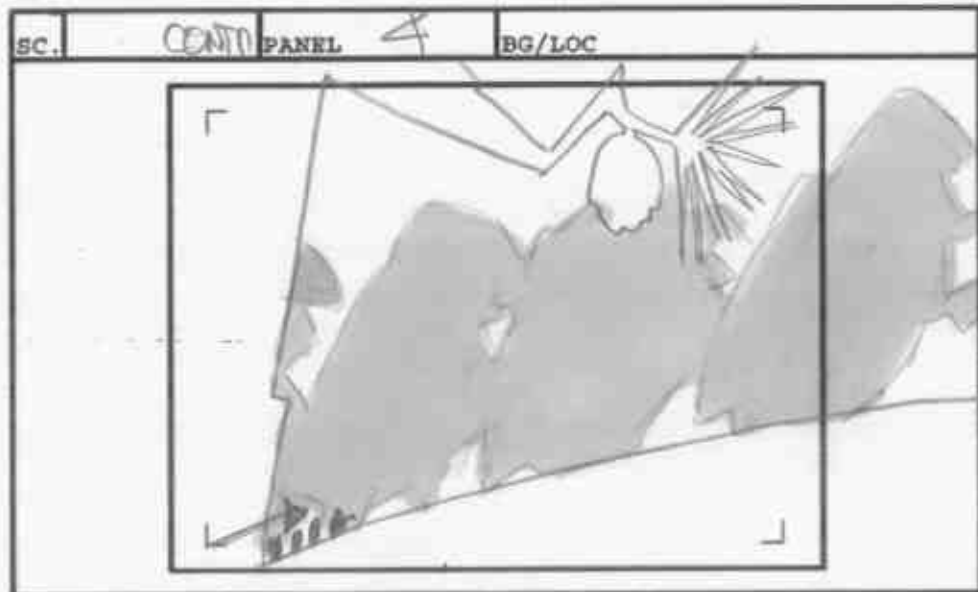
FINAL

PROD #

growing  
UP  
CREEPY



ACTION



ACTION

FOUR TINY SHAPES ENTER SCENE

DIAL (33) 4 BEETLES: (CONTD)

.. TIME FOR FUN, ..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL (33) 4 BEETLES: (CONTD)

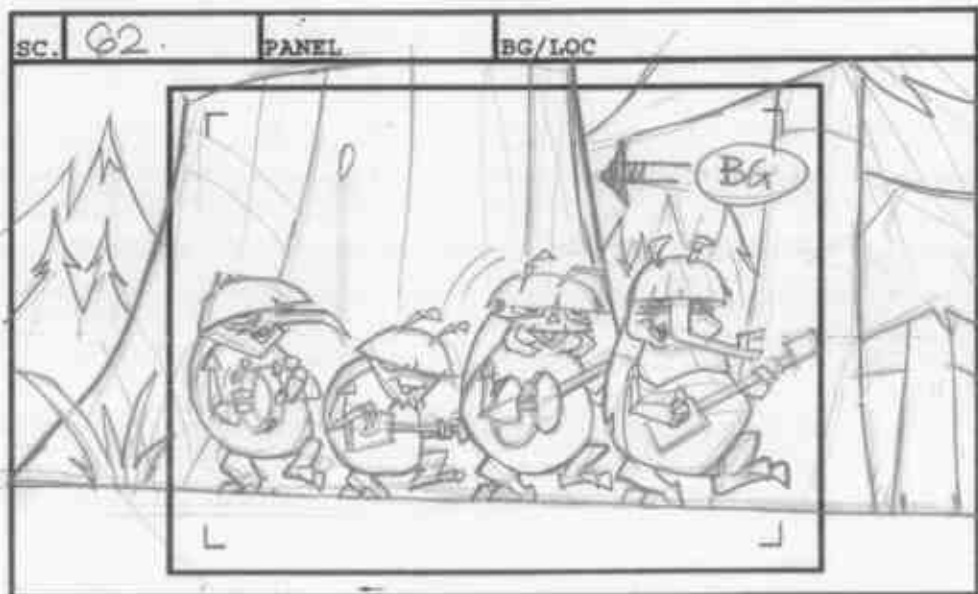
.. OH YEAAH!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION  
CLOSER ON THE BEETLES

PAN BG

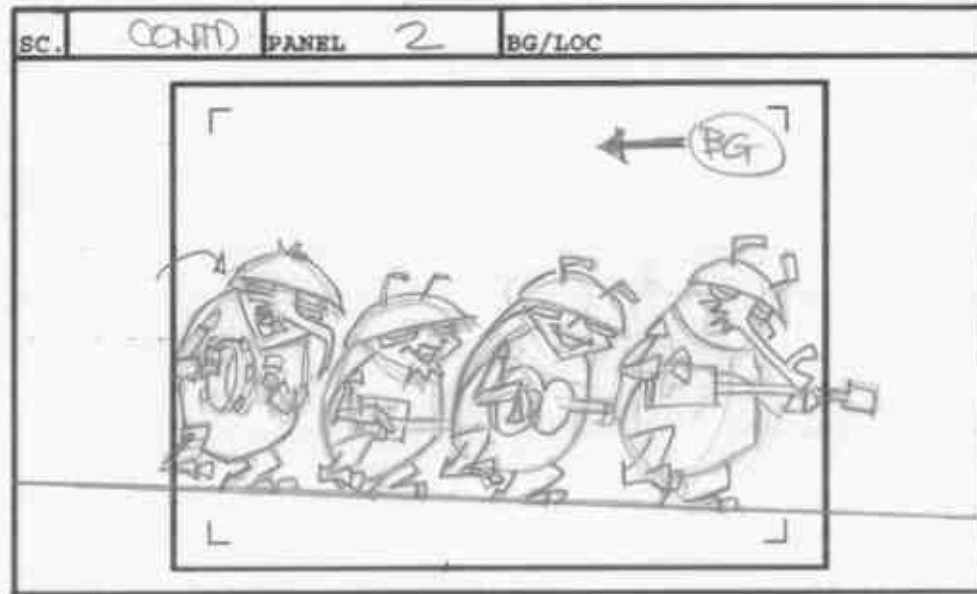
DIAL  
▲ FOUR BEETLES:

<SINGING>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

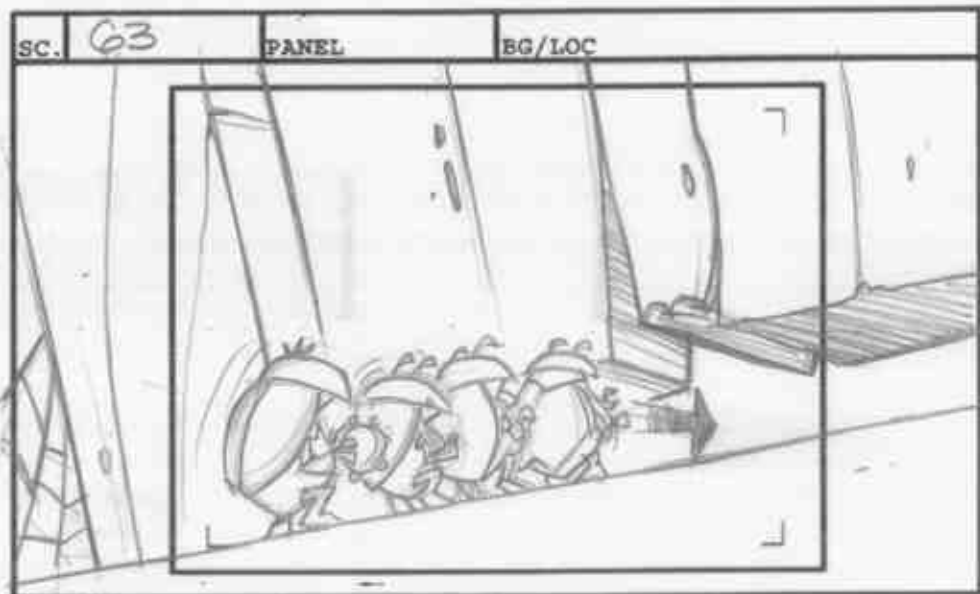
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
EXT. RUNDOWN COTTAGE - CLOSE ON  
FRONT DOOR. THE SINGING BEETLES  
WALK UNDER IT.

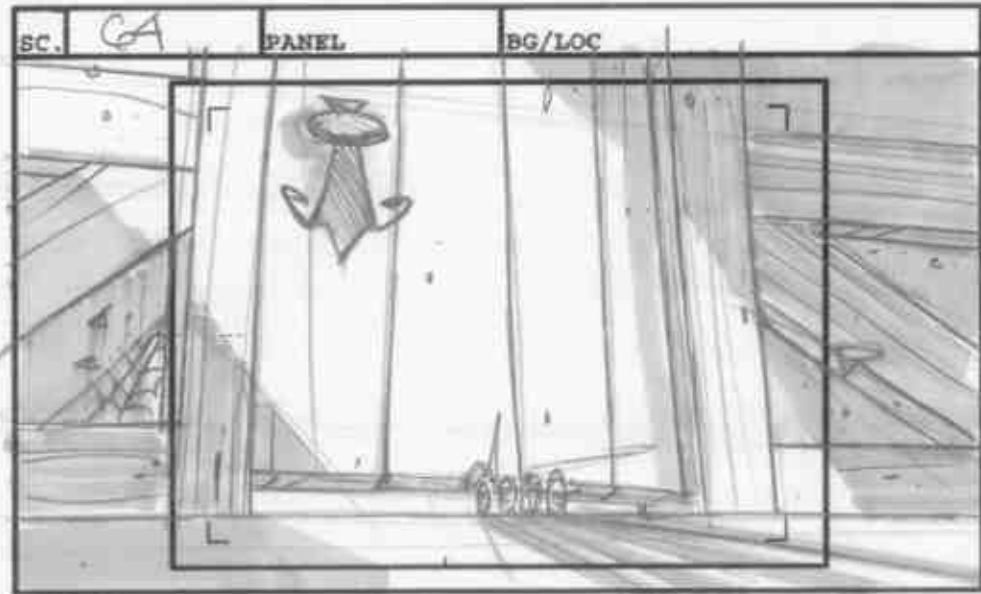
DIAL  
△ FOUR BEETLES:

<SINGING>

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
INT. RUNDOWN COTTAGE - THE BEETLES  
(CASTING LONG SHADOWS), WALK IN.

DIAL  
△ FOUR BEETLES (CONTD)

<SINGING>

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing  
up  
creepie

HU



ACTION  
CLOSE ON DUNG & NEEDLE NOSE  
DUNG OUT.

DIAL  
(34) SNOW BLACK: (CS)  
<LOUD SNORING>

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION  
NEEDLE NOSE REACTS TO THE SNORING

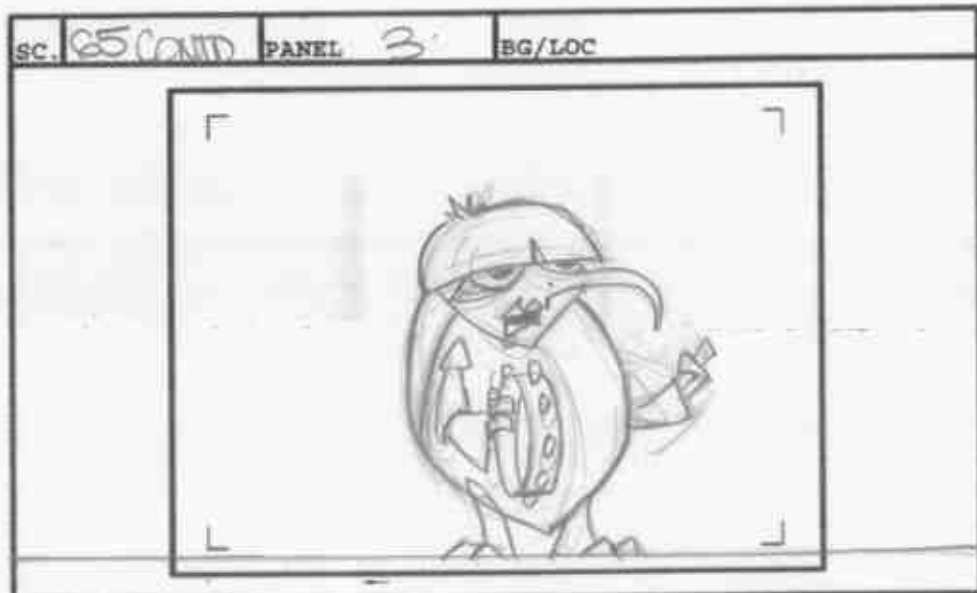
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

HE CALLS OUT



ACTION

NEEDLE RUSHES OUT TO JOIN HIS MATES

DIAL  
 (35) NEEDLE NOSE: (LIVERPUNDIAN)  
 HEY, MATES, THAT'S A NEW SOUND!

FX:  
 SFX: (OS) (SNORING) ON B-TRK (CONTD)

DIRECTOR'S NOTES

DIAL

FX:

SFX:

DIRECTOR'S NOTES

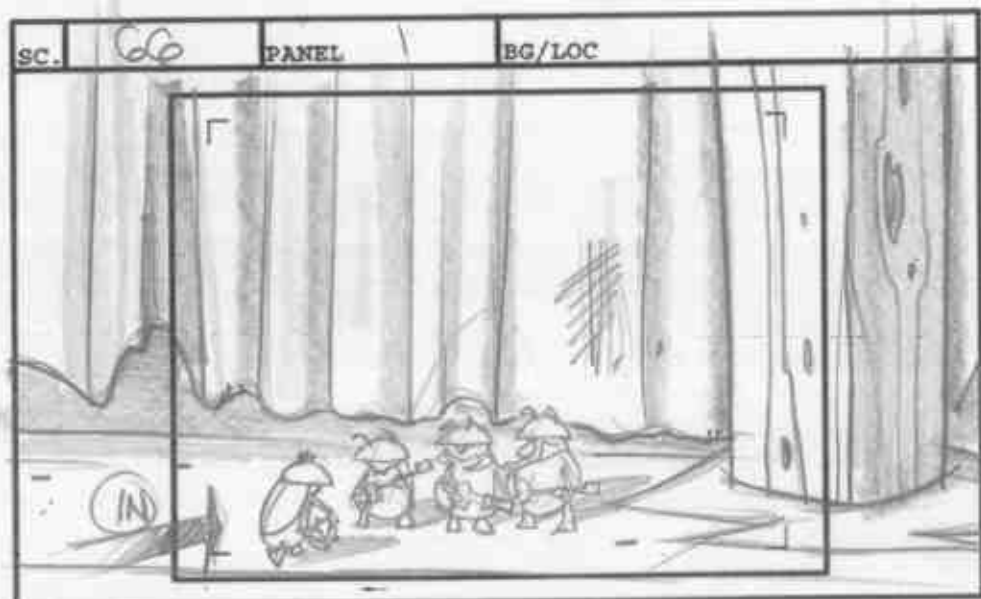
FINAL

PROD #

SLUG NOTES

SLUG NOTES

growing  
up  
creepie



ACTION  
CLOSE ON FOOT OF BED THE OS  
SNORING IS LOUDER. NEEDLE NOSE  
JOINS UP WITH THE REST OF THE BEETLES

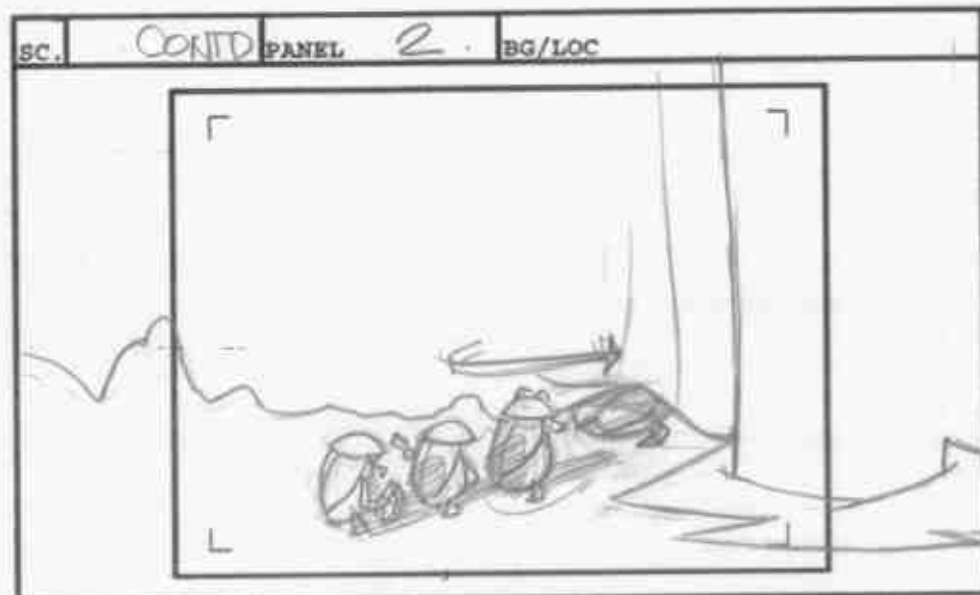
DIAL  
(34) SNOW BLACK (OS) (CONTD)

<SNORING>

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
THEY TURN AND CRAWL UNDER  
THE CURTAIN.

DIAL

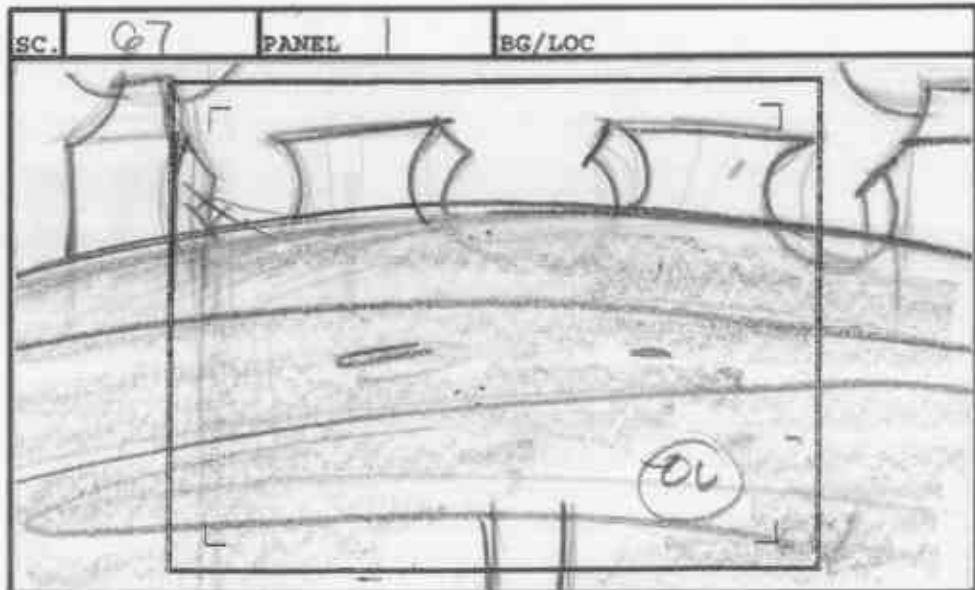
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE OF FOOT OF BED.  
PAN (L) OUT



06

DIAL

(34) SNOW BLACK: (CONTD)

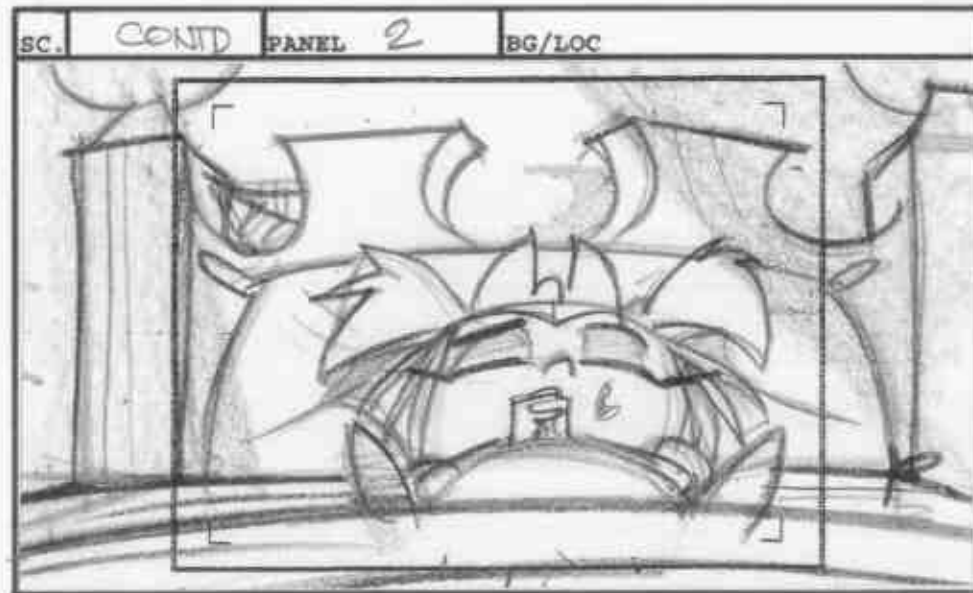
<SNORING>

FX:  
SFX:

DIRECTOR'S NOTES



SLUG NOTES



ACTION

TO REVEAL A SLEEPING (AND SNORING)  
SNOW BLACK



DIAL (36) CLOWN: (OS)

HOW ABOUT THAT. A SNORING BEAUTY!

FX:  
SFX:

(B-TRK): <SNORING> (CONTD)

DIRECTOR'S NOTES

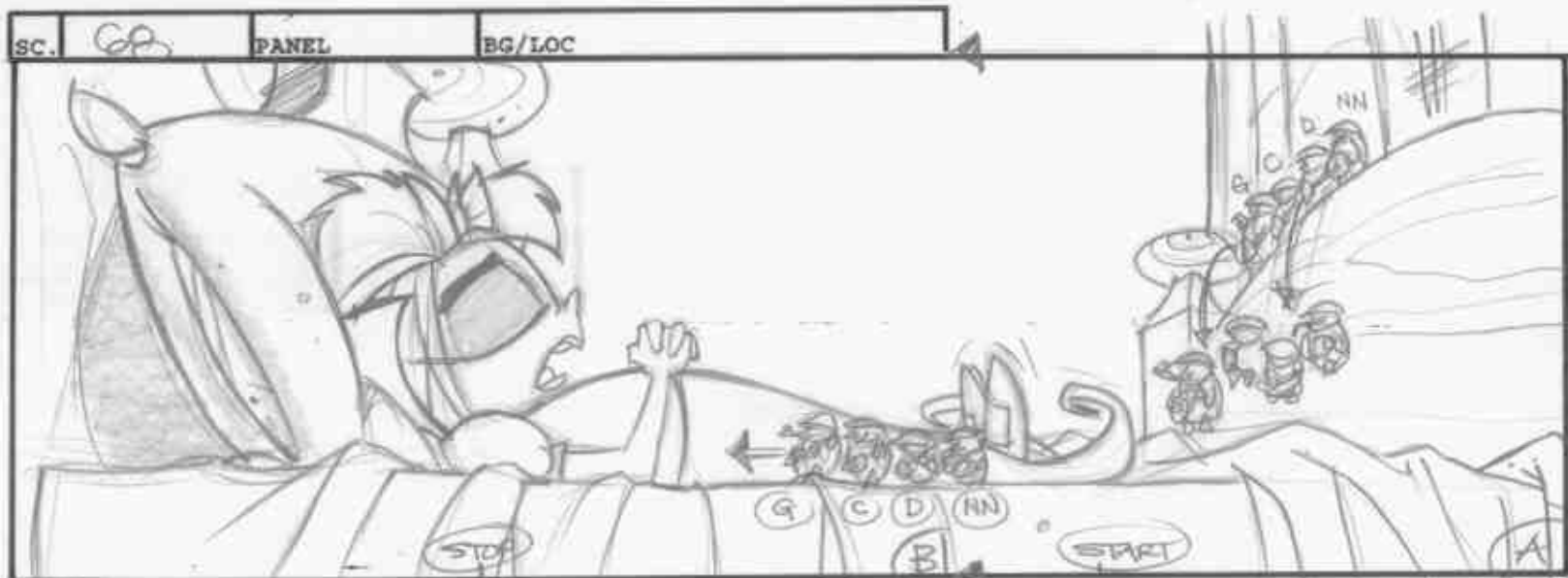
SLUG NOTES

FINAL

PROD #



growing  
up  
and  
creepie



ACTION

ANGLE ON FOOT OF BED. THE FOUR BEETLES ARE STANDING ON THE FOOT BOARD. THE HOP DOWN AND START WALKING. PAN W/ACTION (A) -> (B)

DIAL (37) NEEDLE NOSE:

HEY, THAT'S A GOOD TITLE...

DIAL

FX: BTRK SNOW BLACK: <SNORING>

FX:  
SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

SLUG NOTES

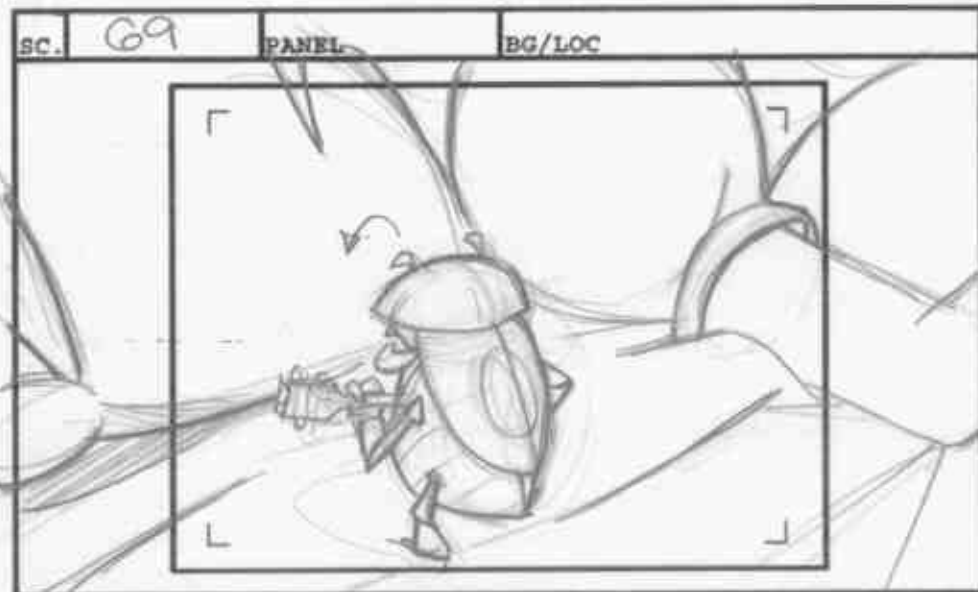
SLUG NOTES

FINAL  
PROD #

growing  
up  
CREEPY



ACTION



ACTION

CLOSE ON BED-CLOWN BEETLE  
SETTLES INTO SCENE

DIAL  
(37) NEEDLE NOSE: (CONTD)

..FOR A SONG

FX: (B-TRK) SNOW BLACK: (CONTD)

DIRECTOR'S NOTES <SNORING>

DIAL

FX:  
SPFX:

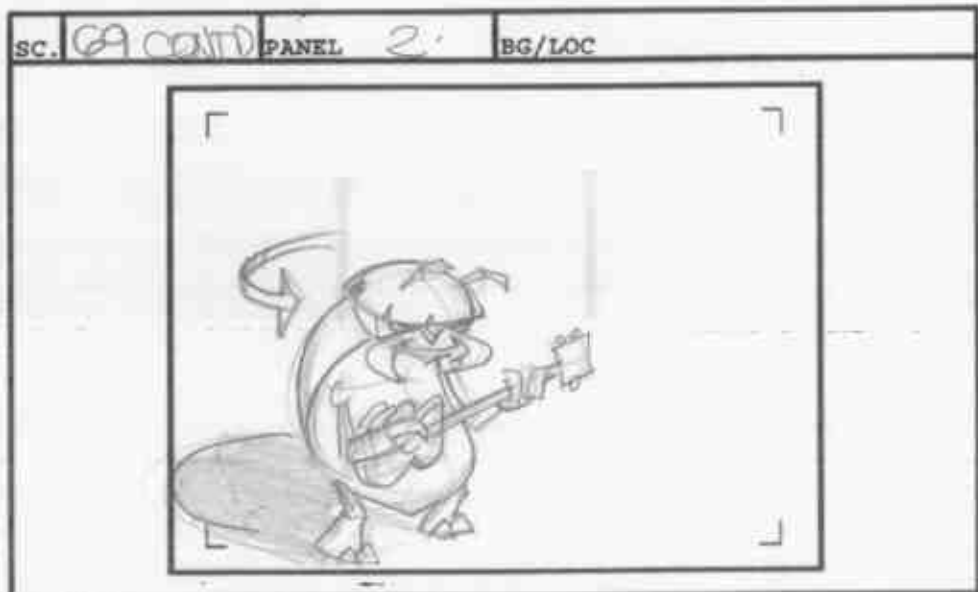
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION

CLOWN TURNS AND CONTINUES TO PICK AT SOME CHORDS.

DIAL

SFX: <GUITAR PICKING>

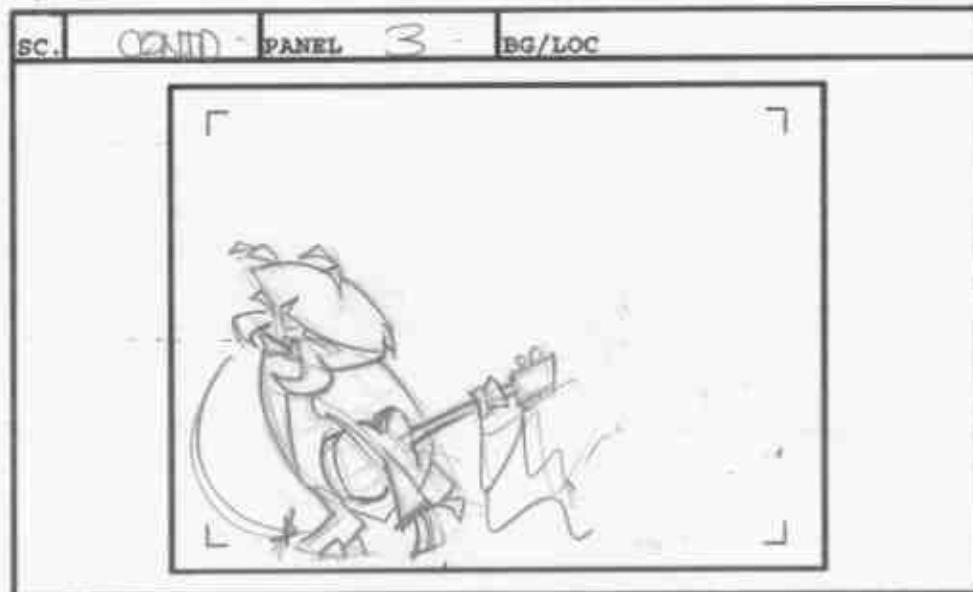
FX:

SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

HE STRUMS A LOUD CHORD

DIAL

FX:

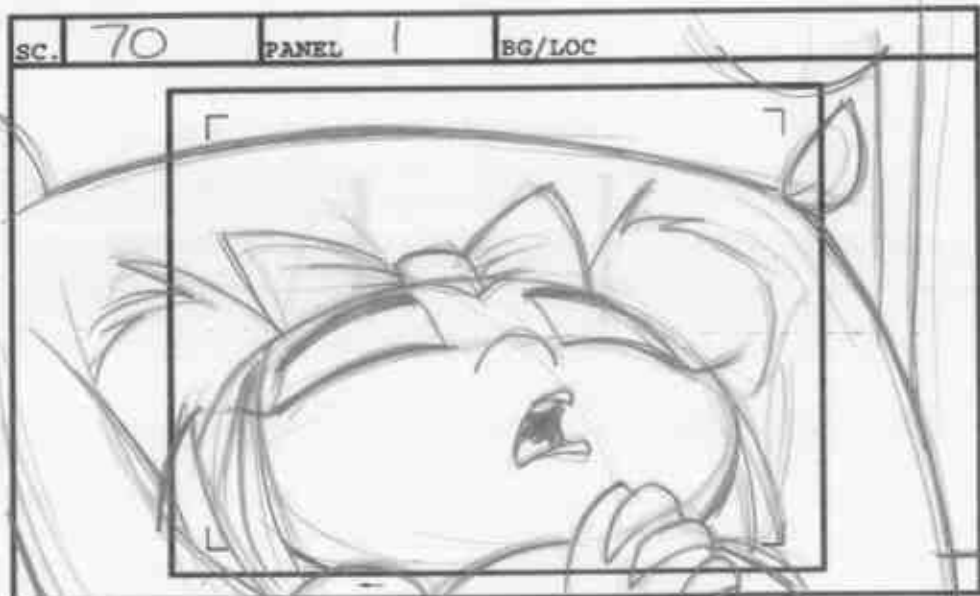
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION

ECU ON SNOWBLACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SHE RAISES HER HEAD

DIAL

SNOW BLACK:

UHH...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
SNOW TURNS

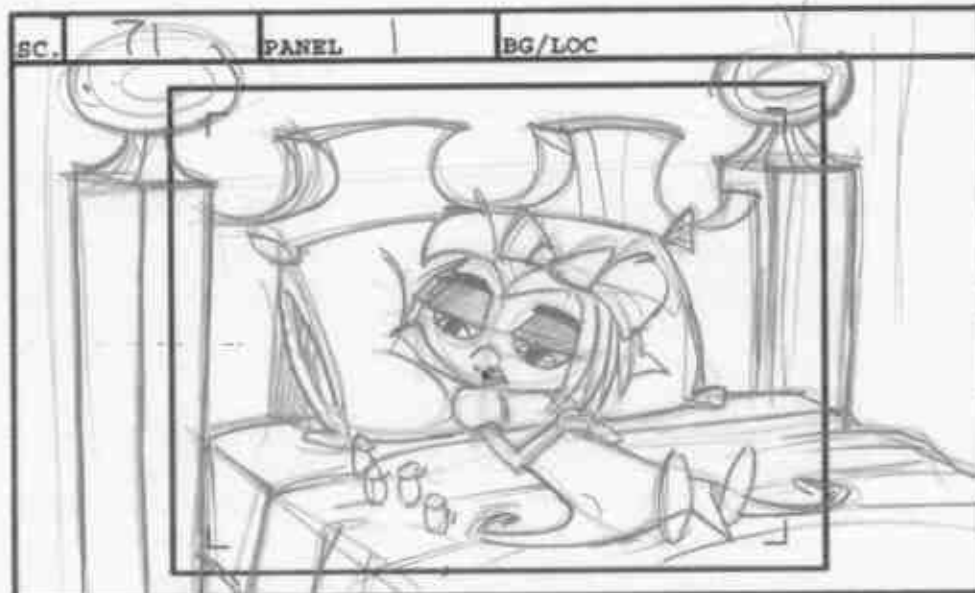
DIAL  
SNOW BLACK: (CONTD)  
WHAT...? (WAKING UP SOUNDS)

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
WIDE ON SNOW BLACK AND THE  
FOUR BEETLES.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SNOW SITS UP

DIAL

38 CREEPIE: VO

SNOW BLACK TOLD THE FOUR BEETLES..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SNOW TURNS TO THE BEETLES AND BEGINS TO TELL HER STORY.

DIAL

38 CREEPIE: VO (CONTD)

.. OF HER TERRIBLE FLIGHT.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



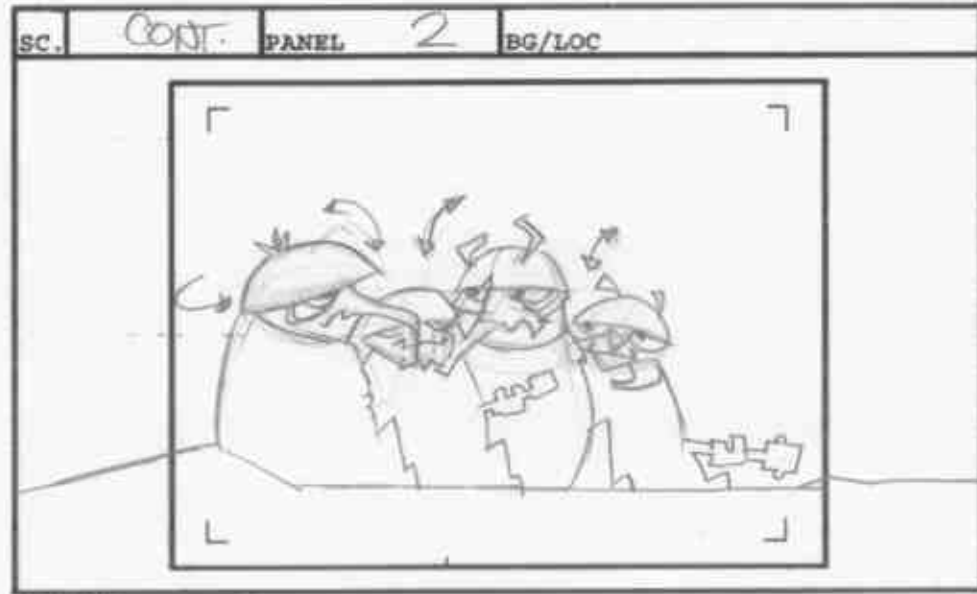
**ACTION**  
ANGLE ON THE FOUR BEETLES LISTENING INTENTLY.

**DIAL** 38 CREEPER: (VO) (CONTD)

THE BEETLES WERE TAKEN WITH HER COURAGE..

**FX:**  
**SFX:**  
**DIRECTOR'S NOTES**

**SLUG NOTES**



**ACTION**  
THEY TURN TO EACH OTHER NODDING AGREEMENT.

**DIAL**

..AS WELL AS HER VAST KNOWLEDGE

**FX:**  
**SFX:**  
**DIRECTOR'S NOTES**

**SLUG NOTES**

FINAL  
PROD #



ACTION

WIDE ON SNOW BLACK TALKING WITH THE BEETLES

DIAL (38) CREEPIE: (VO) (CONTD)

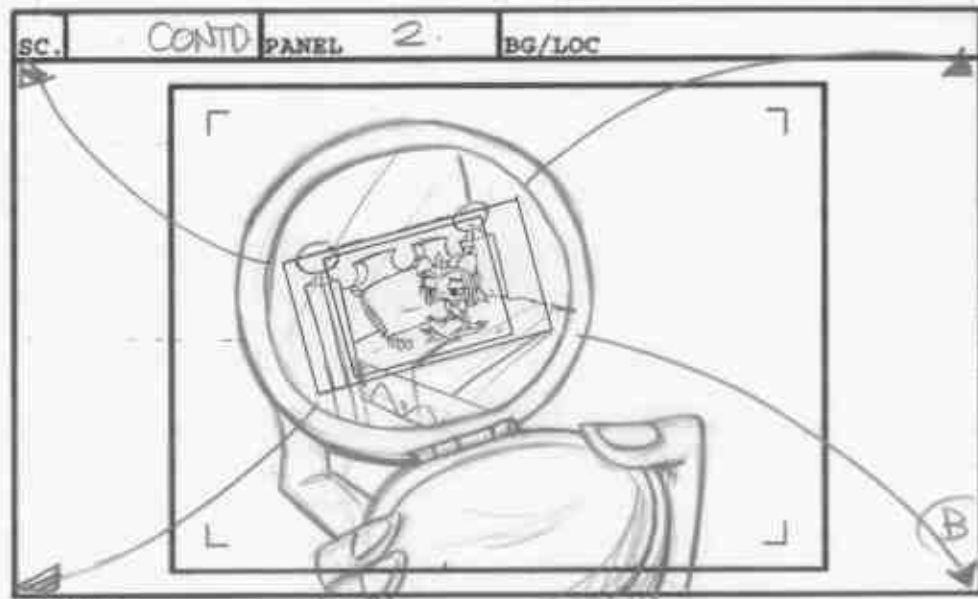
... OF THE INSECT KINGDOM. THEY VOWED

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ROTATE OUT (A) -> (B) REVEALING THAT THE EVIL QUEEN IS WATCHING SNOW BLACK & THE BEETLES ON HER COMPACT.

DIAL (38) CREEPIE: (VO) (CONTD)

... TO HELP HER IN ANY WAY THEY COULD.

FX:

SFX:

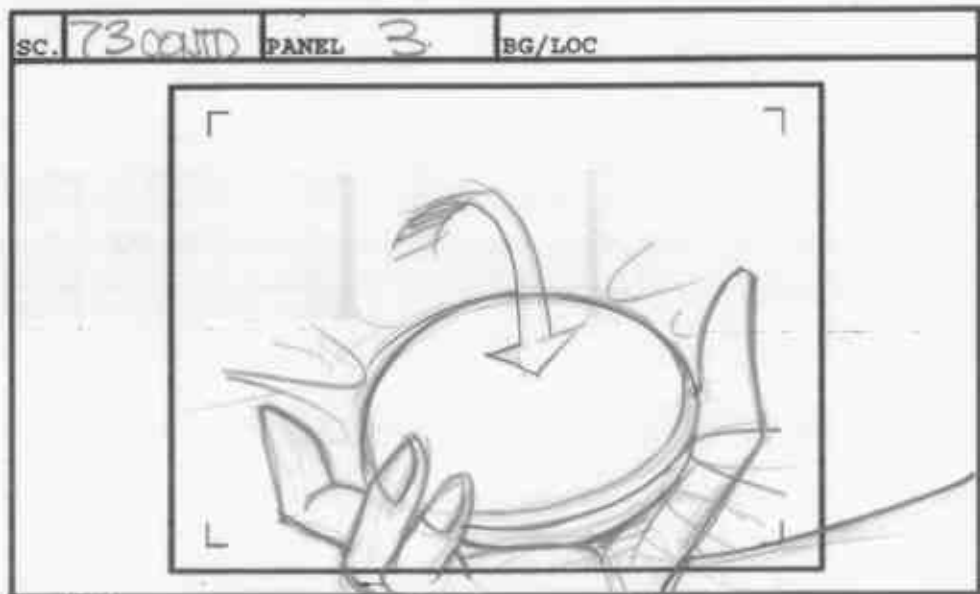
DIRECTOR'S NOTES

SLUG NOTES

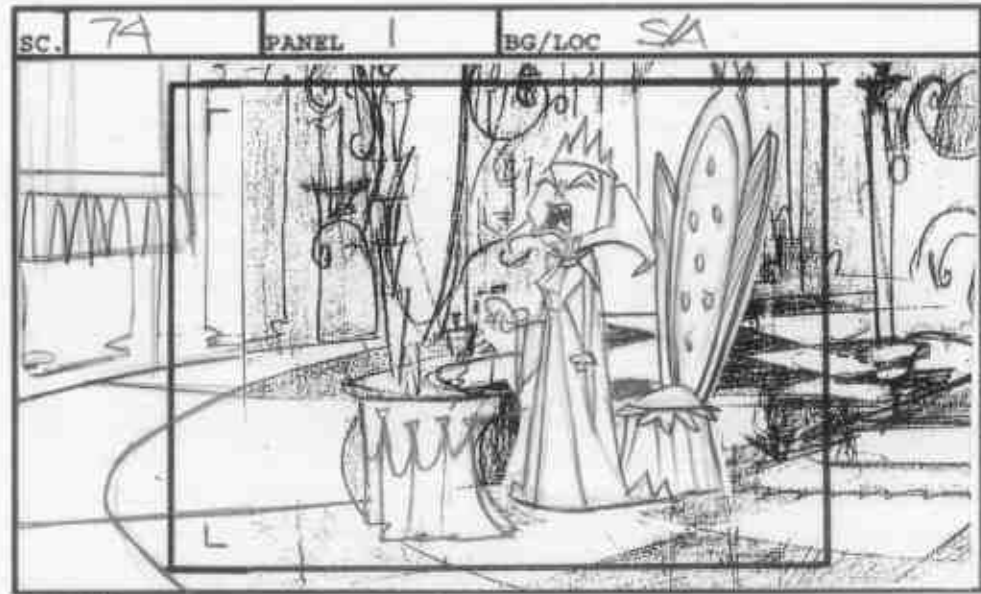
FINAL

PROD #





ACTION  
E.Q. SNAPS THE COMPACT SHUT



ACTION  
WIDE ON EVIL QUEEN IN HER CHAMBERS, SHRIEKING IN FRUSTRATION

DIAL  
(31) EVIL QUEEN: (SHRIEKING)

N 0000

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
and  
creepie



ACTION  
SHE STOPS. SHE LOOKS DISGUSTED



ACTION  
THE TICK HOPS INTO SCENE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

ADD  
CU

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

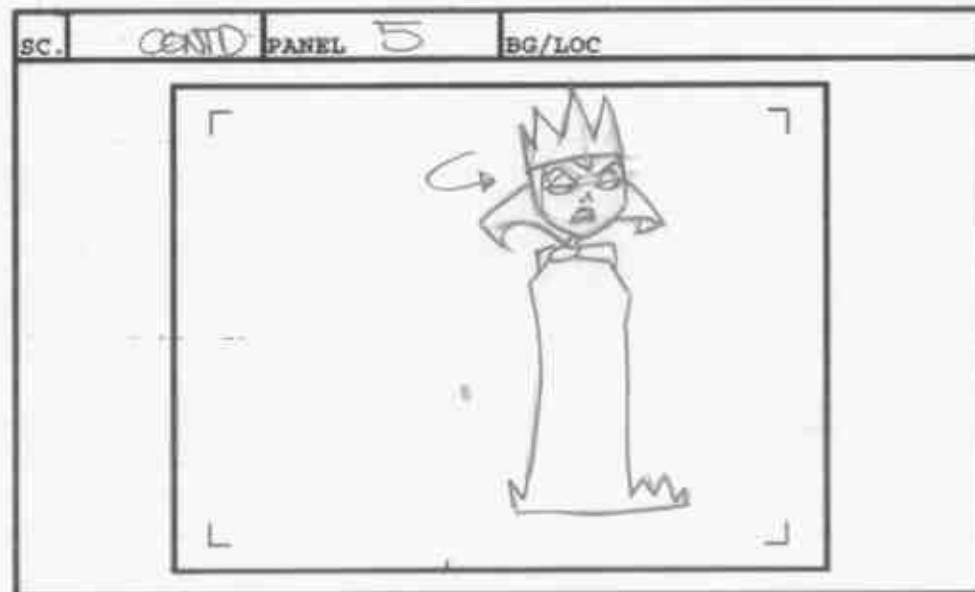


FINAL

PROD #



ACTION



ACTION

DIAL

40 EVIL QUEEN:  
NEVER SEND A TICK TO DO..

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

40 E.Q. (CONTD)  
.. THE JOB OF A CHICK!

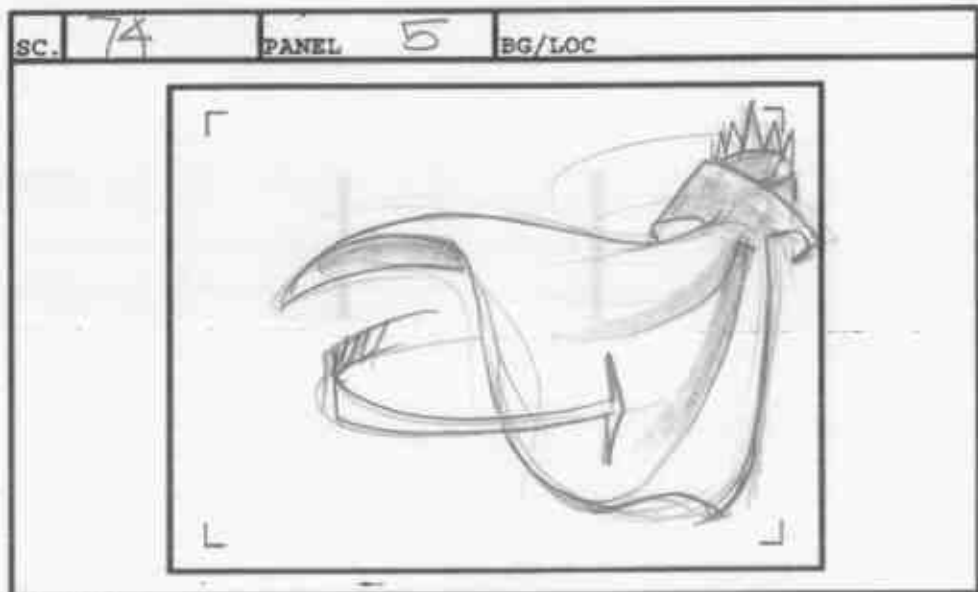
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

SHE WHIPS AROUND.

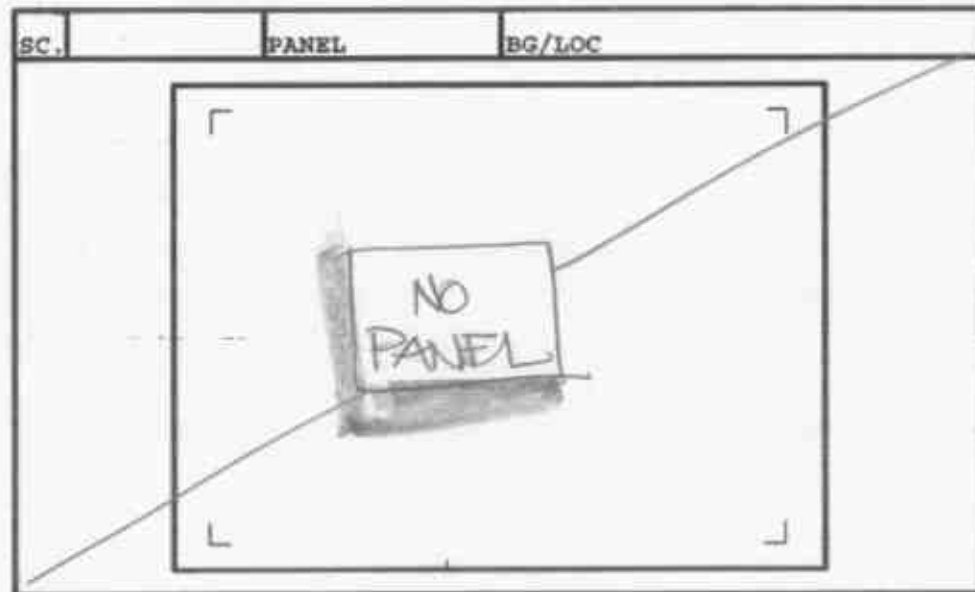
DIAL

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 #

SC. 75 PANEL BG/LOC

INT. EVIL QUEEN'S CASTLE -  
STAIRCASE - THE EVIL QUEEN, CARRYING  
AN ELECTRIC CANDLE HURRIES  
DOWN THE STAIRS  
PAN W/ANIM (A) → (B)

ACTION

(A) CREEPIE: (VO)

FRUSTRATED WITH HER  
FOILED PLAN,

DIAL

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

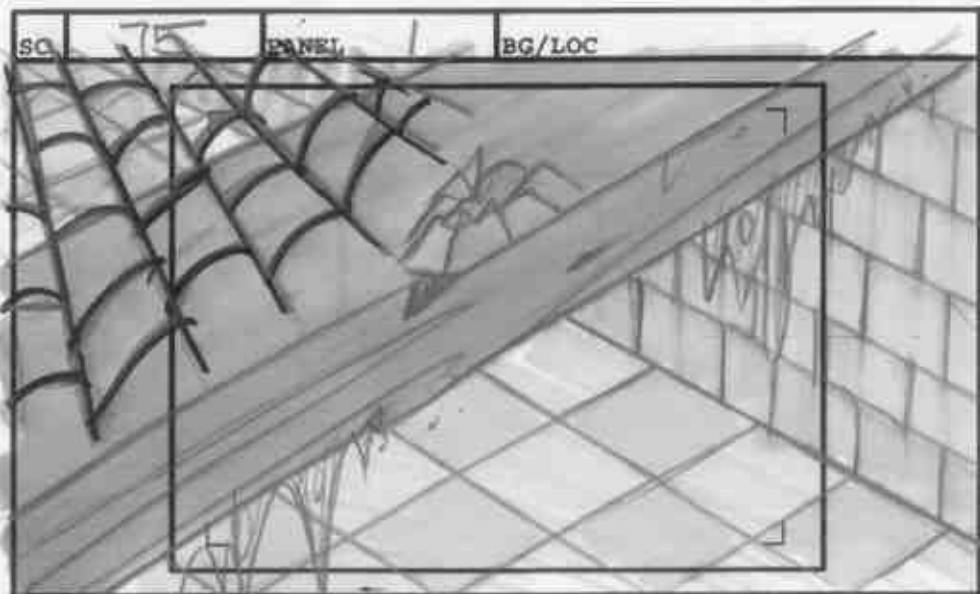
SLUG NOTES



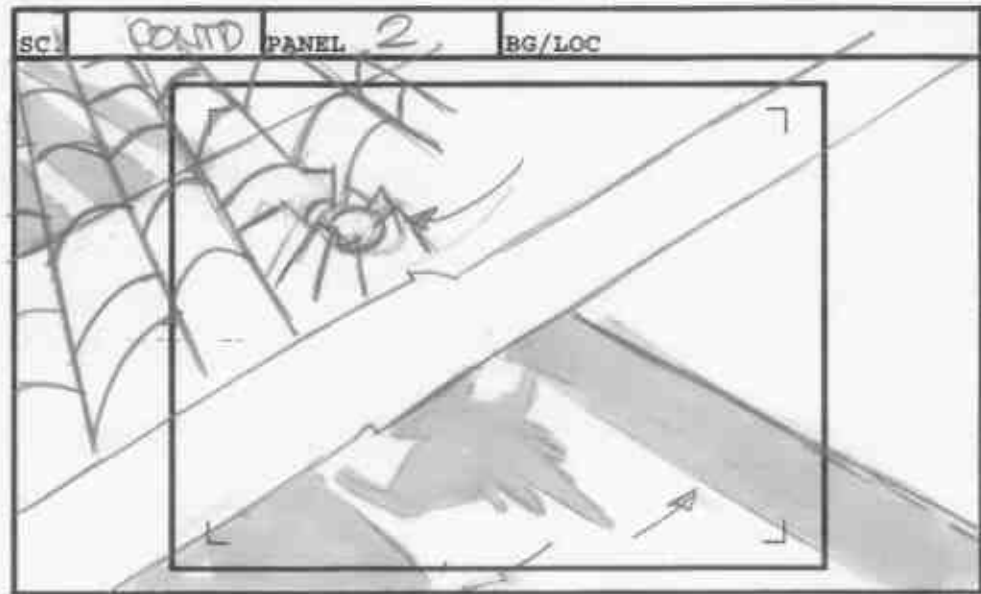
FINAL

PROD #

growing  
up  
CREEPIE



ACTION  
ANGLE ON A DARK & DANK CORRIDOR.



ACTION  
AN OS DOOR OPENS, E.Q.'S SHADOW APPEARS

DIAL  
④ CREEPIE (VO (CONTD))  
.. THE EVIL ..

FX:  
SPX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

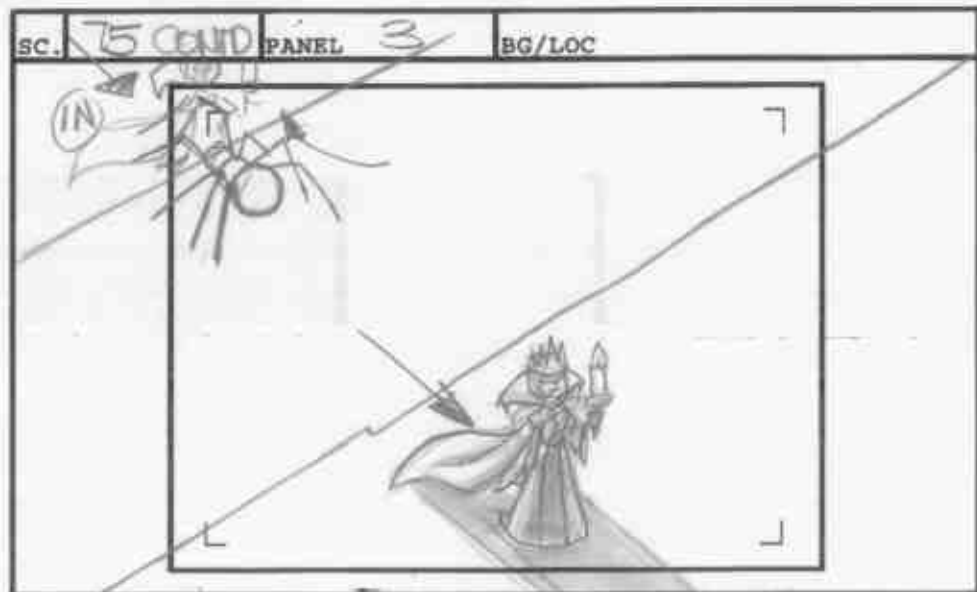
DIAL  
④ CREEPIE (VO (CONTD))  
.. TEEN QUEEN

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
SHE GLIDES INTO SCENE

DIAL (A) CREEPIE (VO) (CONTD)  
.. CONCOCTED AN EVEN

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (A) CREEPIE (VO) (CONTD)  
.. NASTIER SCHEME

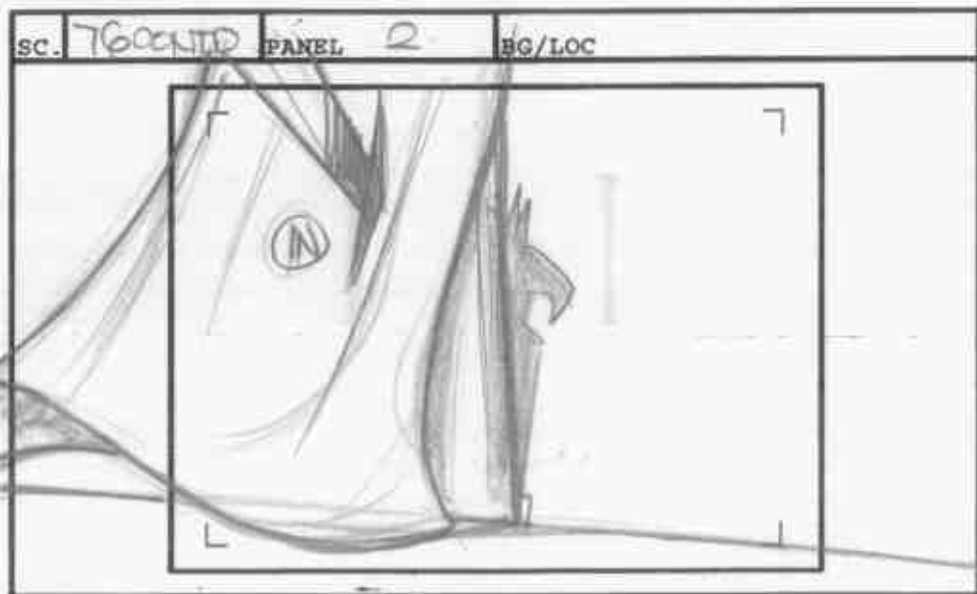
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
THE EVIL QUEEN ENTERS

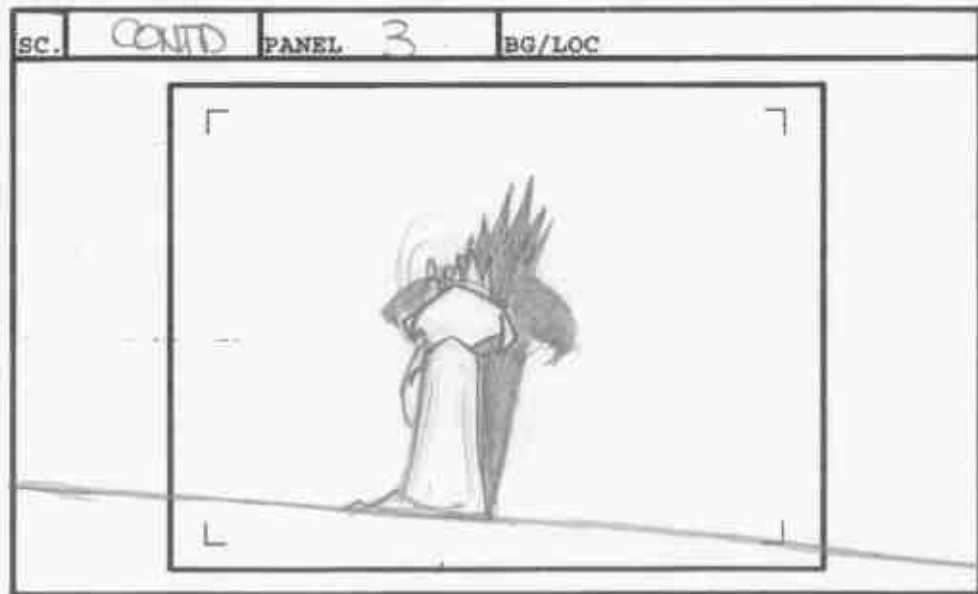
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
SHE STOPS IN FRONT OF THE  
DOOR

DIAL

FX:  
SFX:

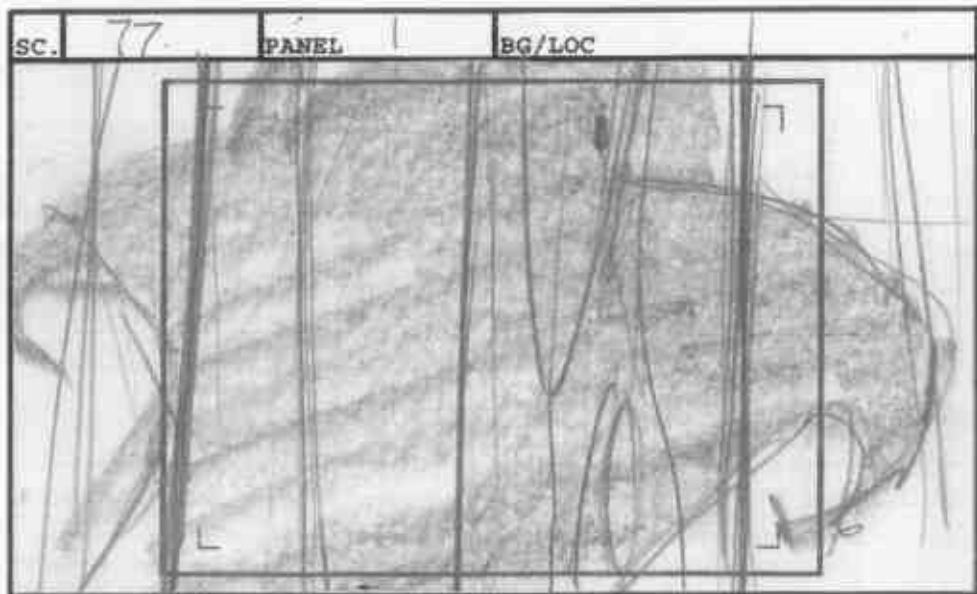
DIRECTOR'S NOTES

SLUG NOTES

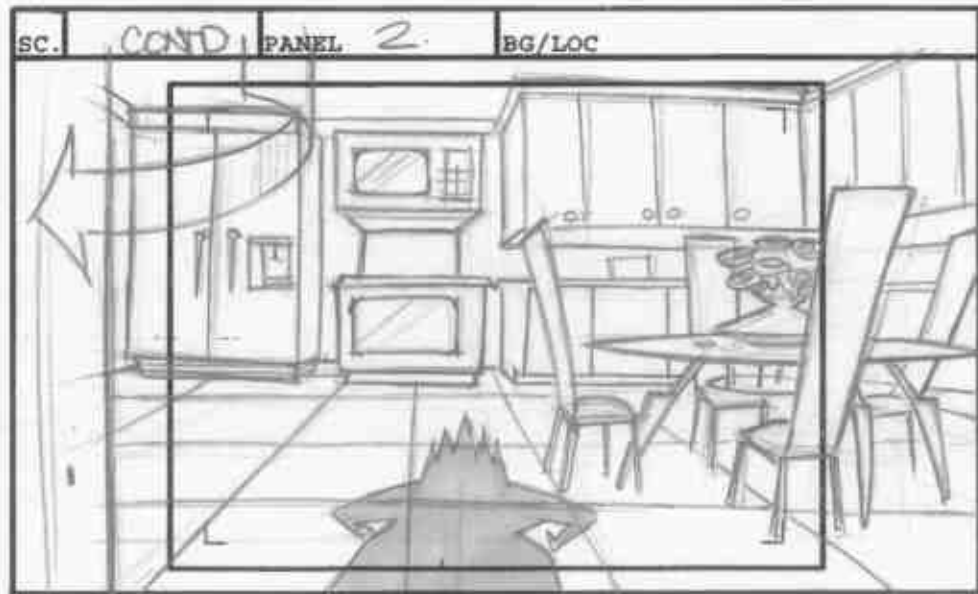
SLUG NOTES

FINAL  
PROD #





ACTION  
CLOSE ON DOOR.



ACTION  
IT SWINGS OPEN REVEALING A  
MODERN KITCHEN

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

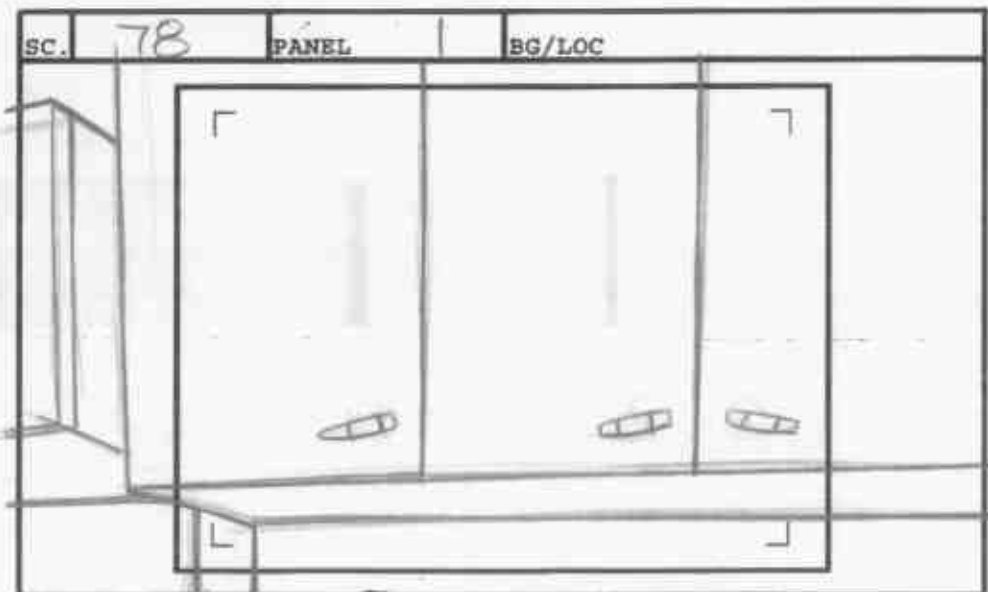
DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



ACTION

ANGLE ON CUPBOARD

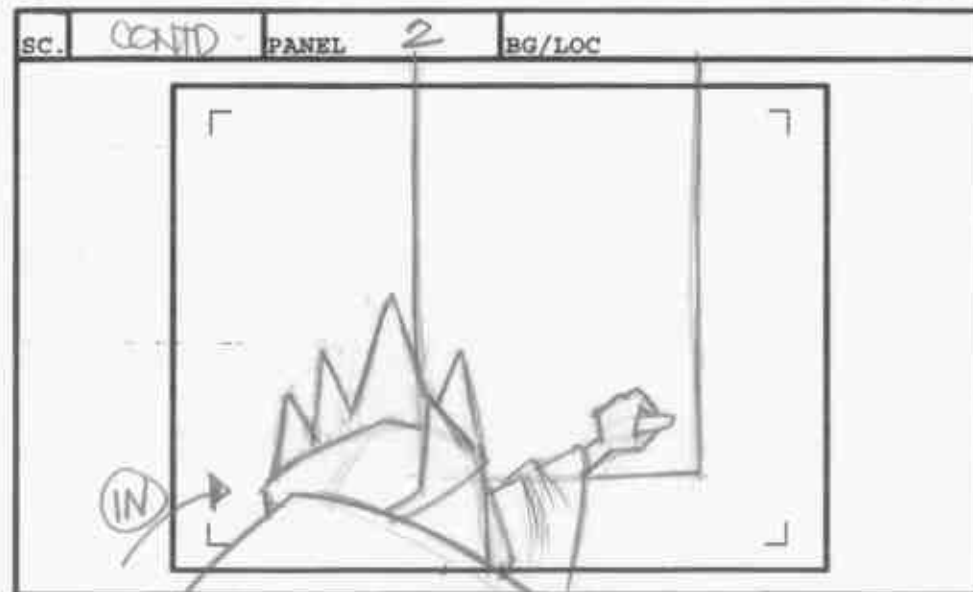
DIAL

FX:  
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

THE EVIL QUEEN STEPS IN AND REACHS UP

DIAL

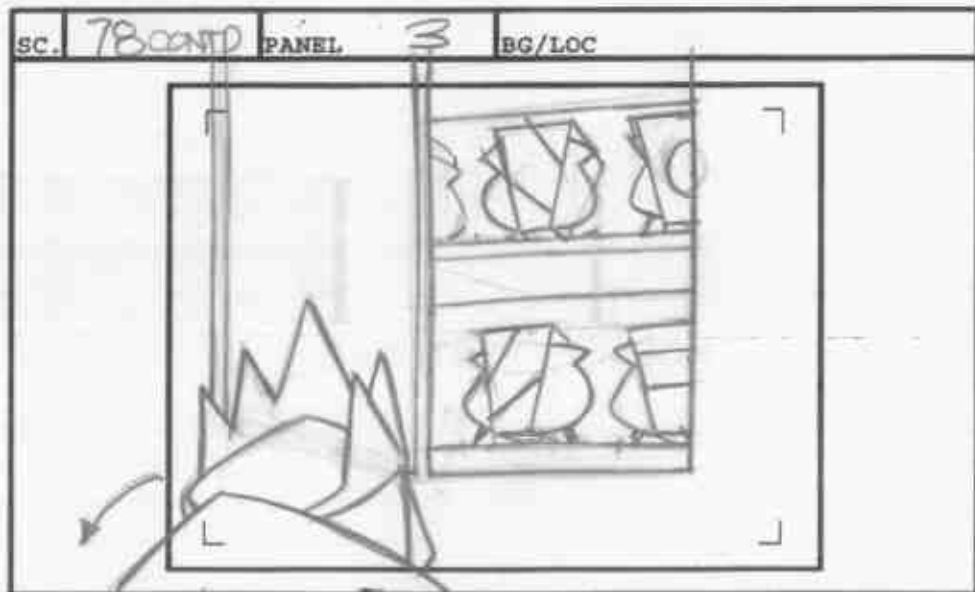
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

EQ OPENS THE CUPBOARD DOOR, REVEALING  
A CUPBOARD FULL OF 'CUP-O-CAULDRONS'

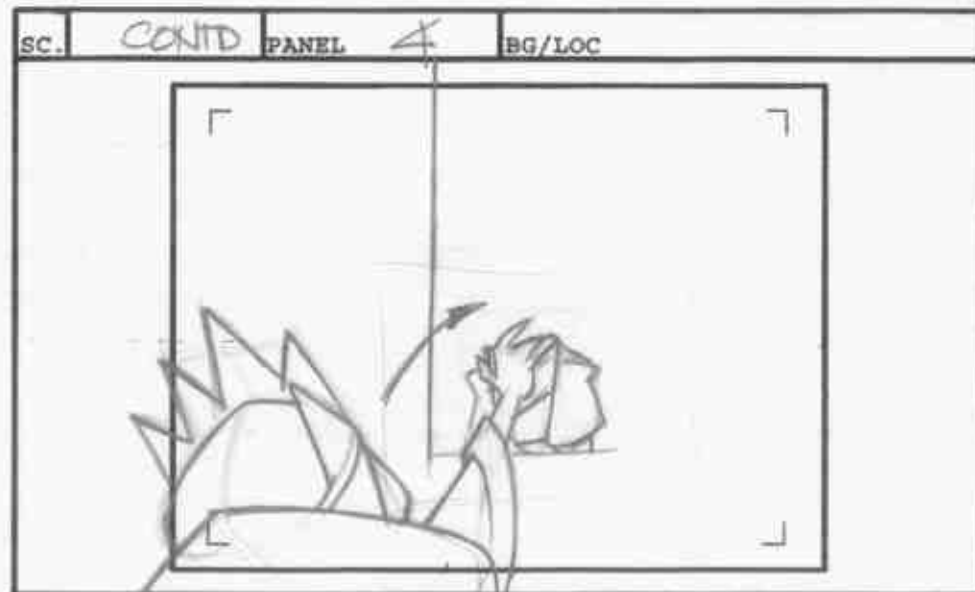
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SHE REACHES UP

DIAL

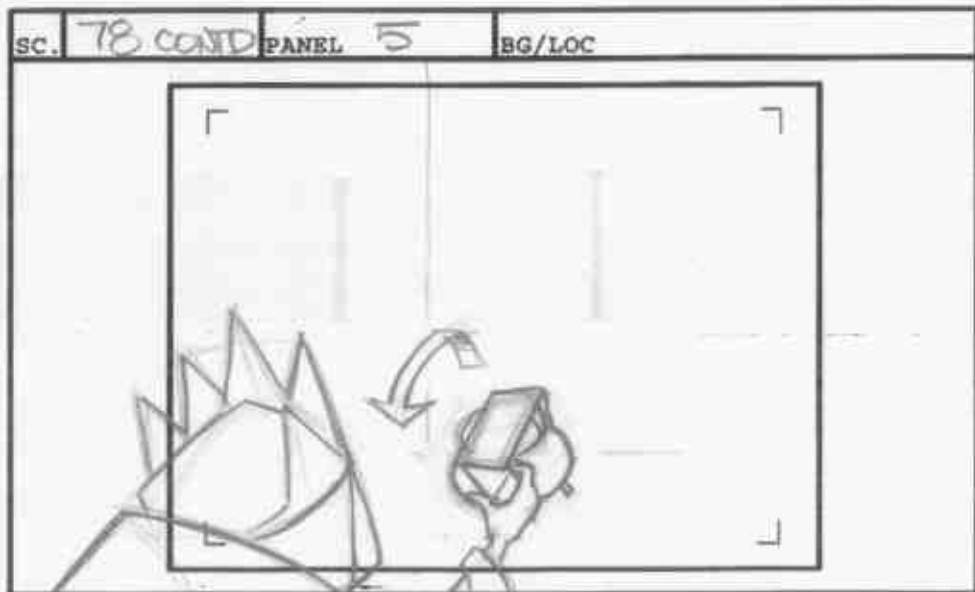
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

..AND SELECTS A BOX

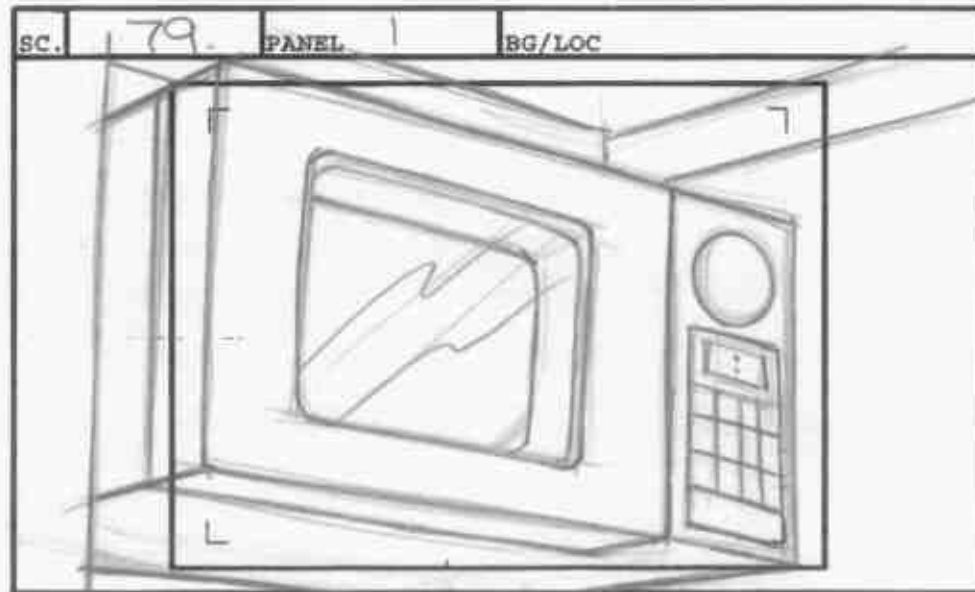
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON MICROWAVE OVEN

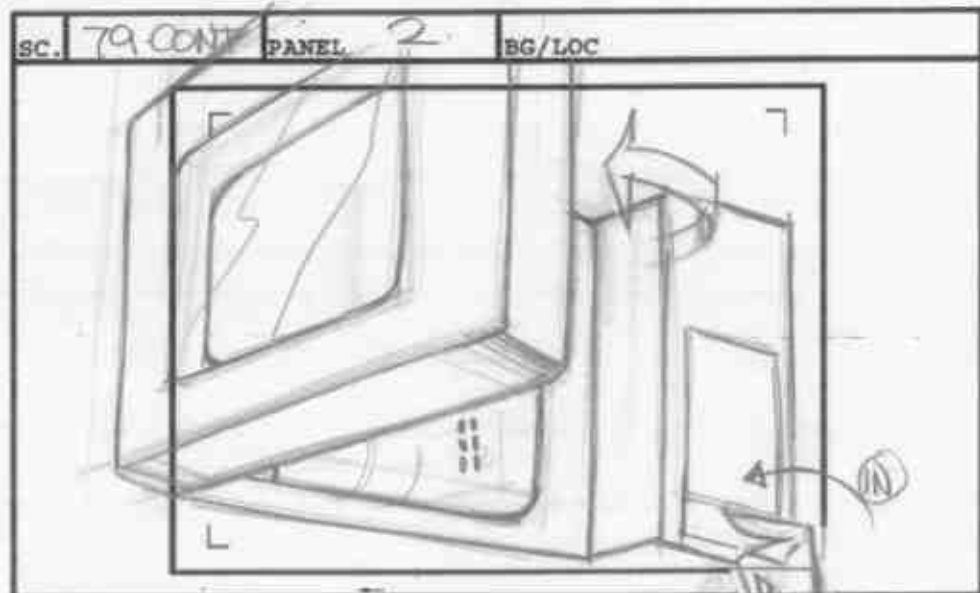
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



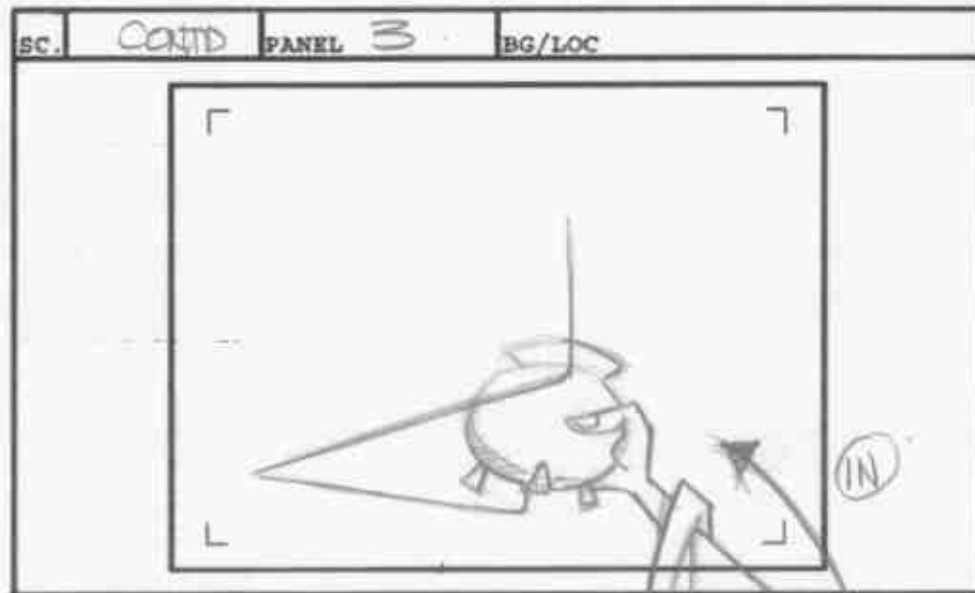
**ACTION**  
THE EVIL QUEEN REACHES IN, PUSHES A BUTTON  
AND THE MICROWAVE'S DOOR OPEN

**DIAL**  
▲ EVIL QUEEN (TO HERSELF)  
(HUMMING)

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**



**ACTION**  
SHE PLACES THE CAULDRON IN THE  
MICROWAVE

**DIAL**

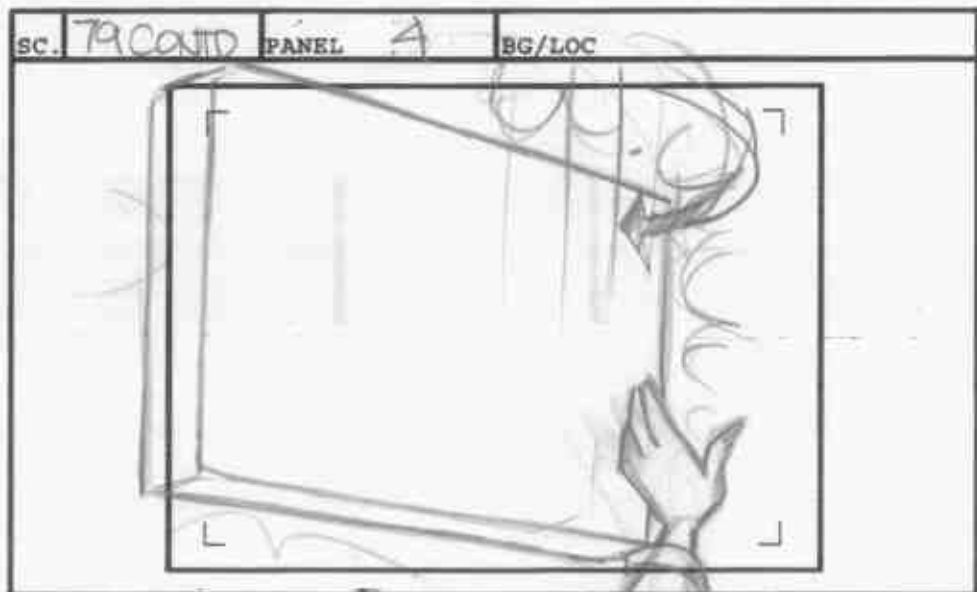
**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**

FINAL

PROD #



ACTION  
SHE SLAMS THE DOOR SHUT ..

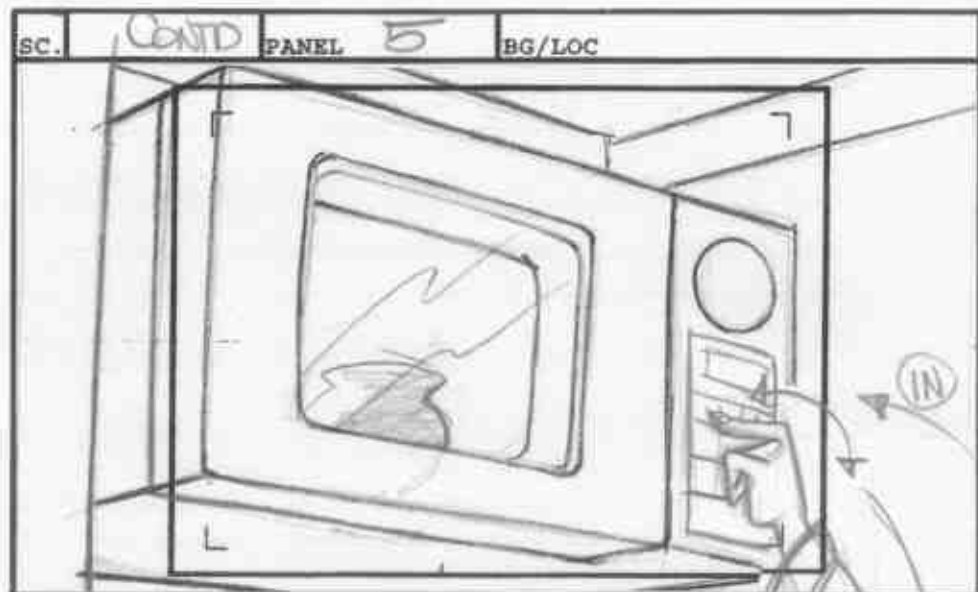
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION  
.. AND PUSHES BUTTONS.

DIAL SFX: < BEEP, BEEP, BEEP, BEEP ! >

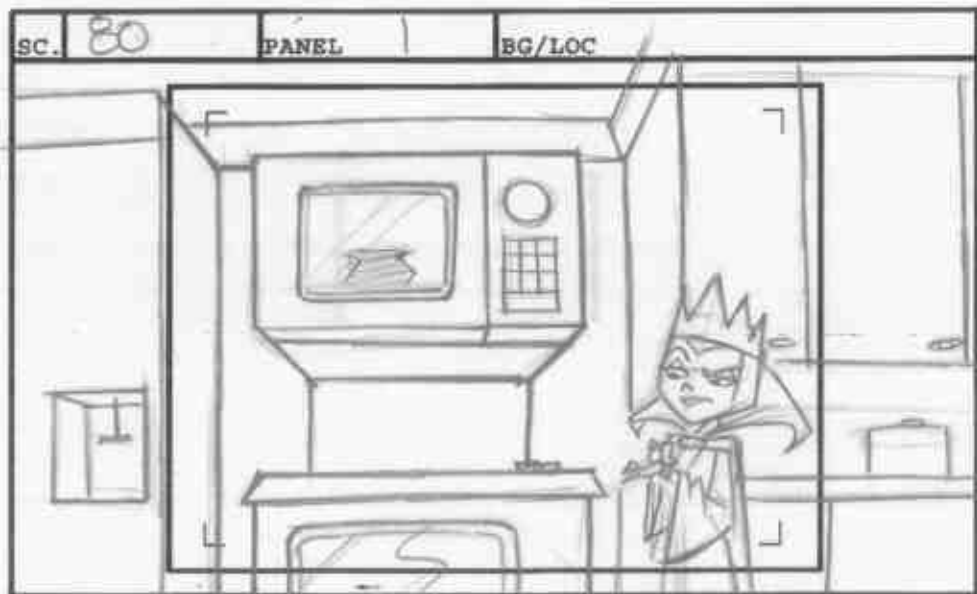
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION  
WIDE ON STOVE/MICROWAVE. THE EVIL  
QUEEN WATTS

DIAL  
SFX: <MICROWAVE COOKING HUM>

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION  
..AND WATTS..

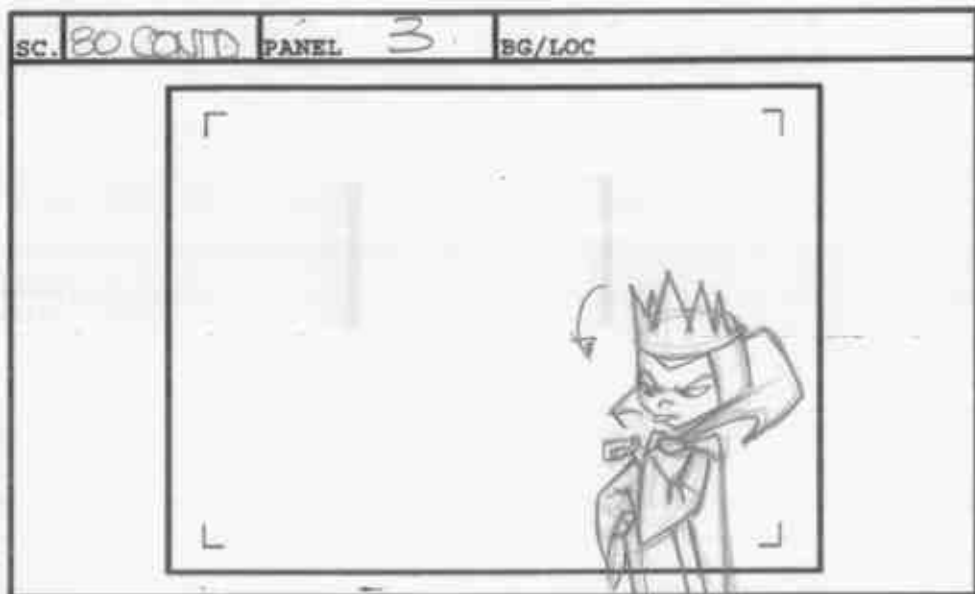
DIAL

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	

growing  
up  
creepie



ACTION

.. AND WAITED ... SHE CHECKS HER WATCH ..



ACTION

.. AND WAITED ..

DIAL  
SFX: <MICROWAVE HUM>

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

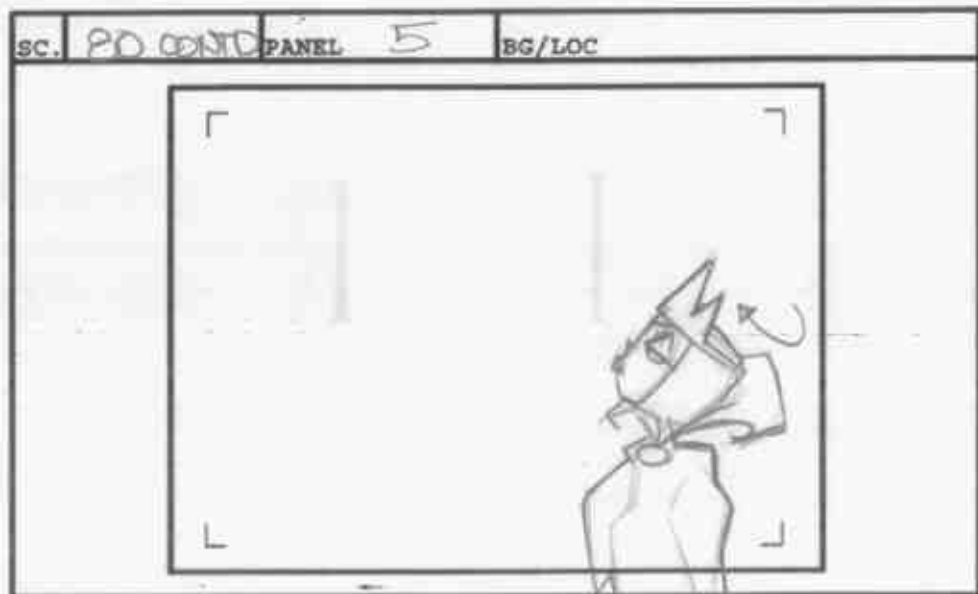
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION

FINALLY

DIAL

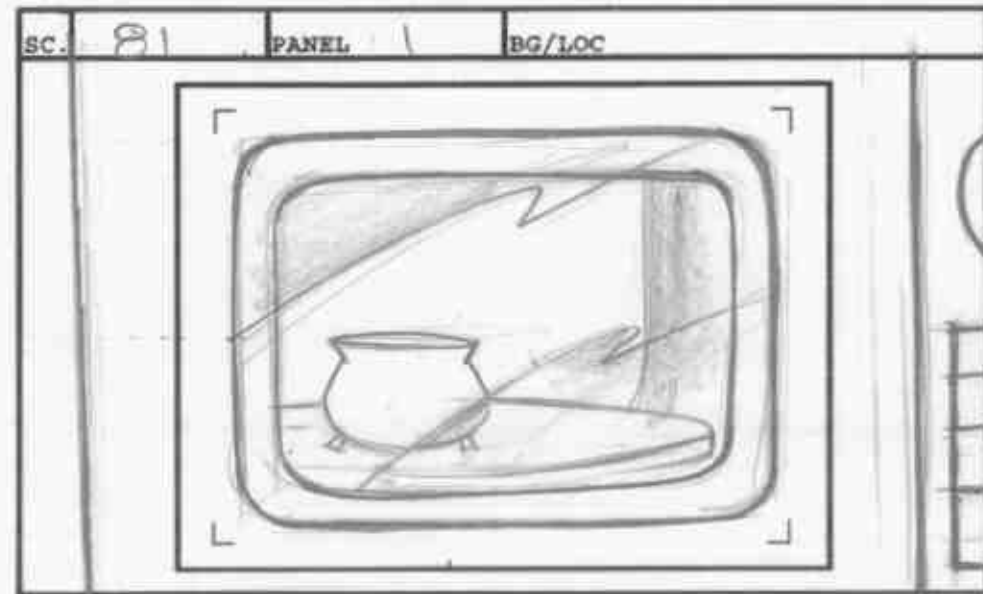
SFX: <DING!>

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

CLOSE ON MICROWAVE OVEN

DIAL

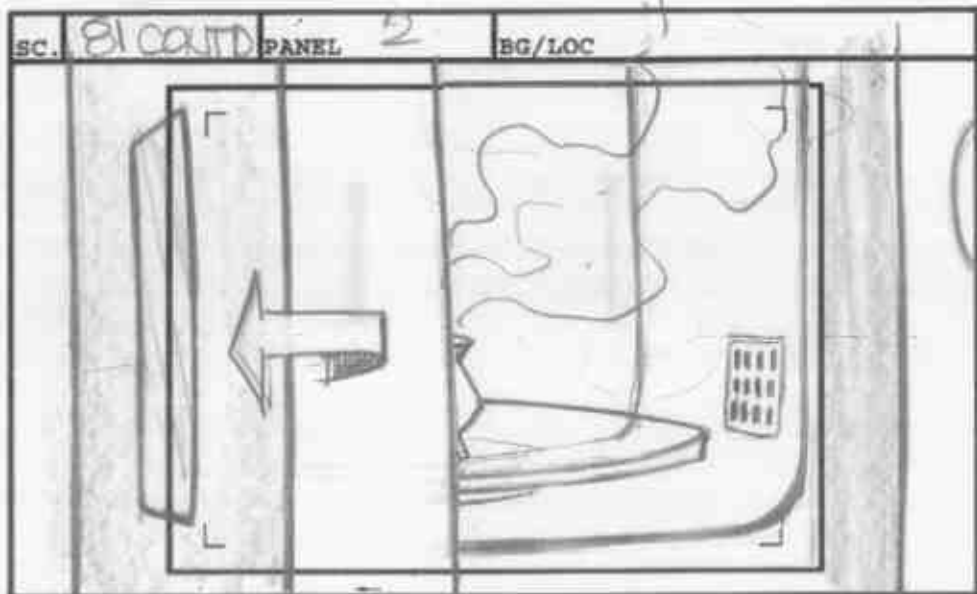
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



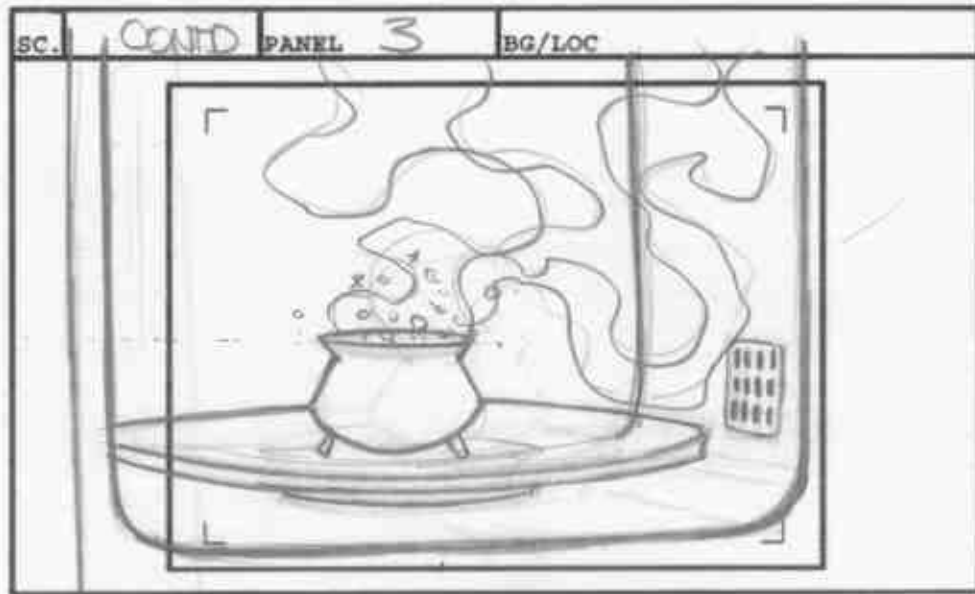
ACTION  
THE DOOR SWINGS OPEN.

DIAL  
(42) EVIL QUEEN: (OS)

FX:  
SFX: BUBBLE, BUBBLE,

DIRECTOR'S NOTES

SLUG NOTES



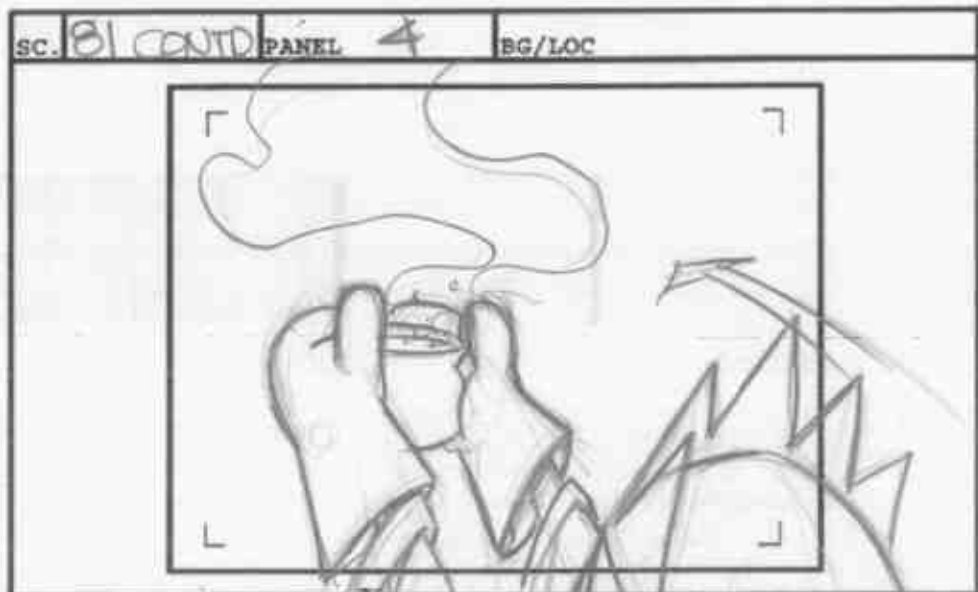
ACTION  
THE CUP-O-CAULDRON IS BUBBLING AWAY.

DIAL  
(42) EVIL QUEEN: (OS) (CONTD)  
... SNOW BLACK ..

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

E.Q. WEARING OVEN MITTS REACHS IN ..

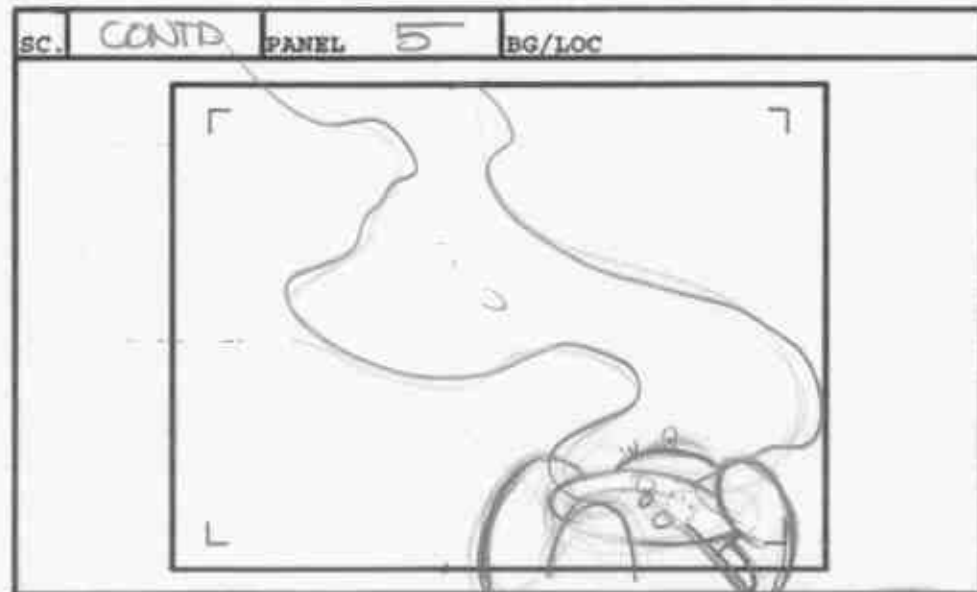
DIAL 42 EVIL QUEEN: (CONTO)

.. IS IN ..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. AND PULLS OUT THE STEAMING CAULDRON

OUT

DIAL 42 EVIL QUEEN: (CONTO)

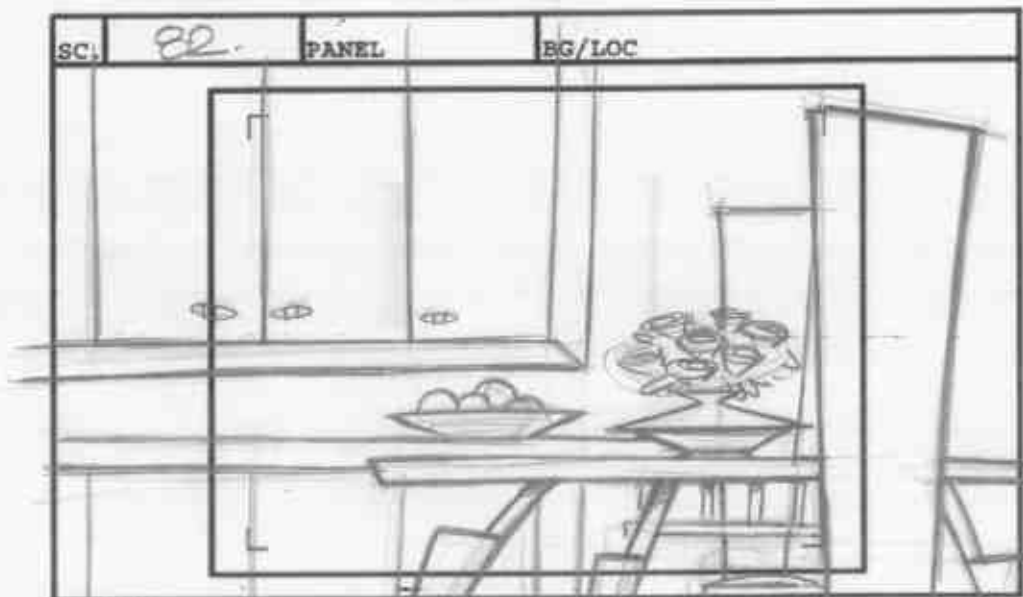
.. MAJOR TROUBLE!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
ANGLE ON KITCHEN TABLE

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
E.Q. ENTERS HOLDING THE STEAMY CAULDRON

DIAL

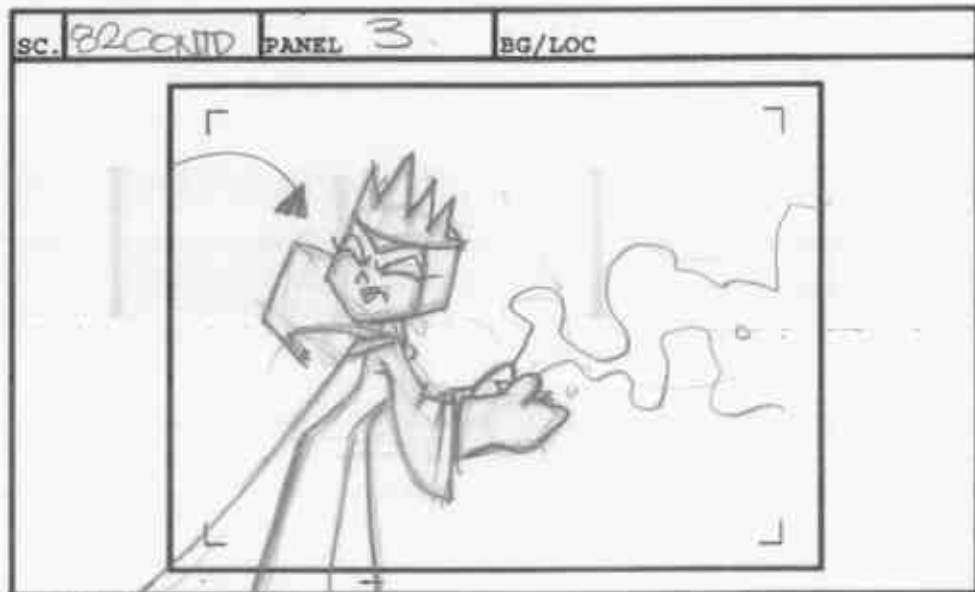
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SHE PLACE IT ON THE KITCHEN TABLE AND QUICKLY STRAIGHTENS UP & AWAY. SHE COVERS HER NOSE.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

THE VAPOURS FROM THE CAULDRON SURROUND THE TABLE FLOWERS, WHICH PROMPTLY TURNS BROWN AND DISINTEGRATES.

DIAL

(43) EVIL QUEEN!

EW! THIS STUFF STINKS.

FX:

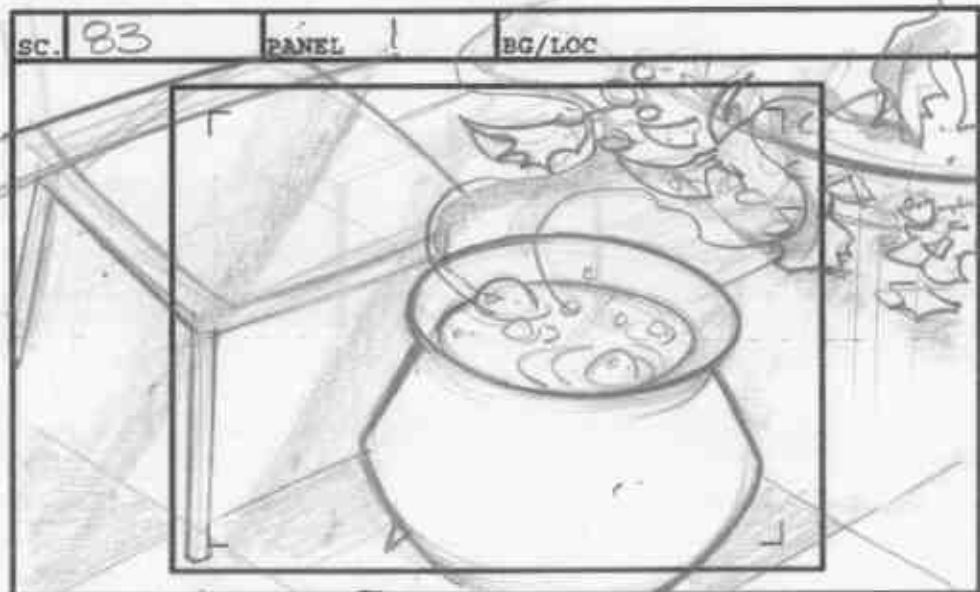
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #



ACTION  
ANGLE ON CAULDRON, SITTING ON GLASS  
KITCHEN TABLE.

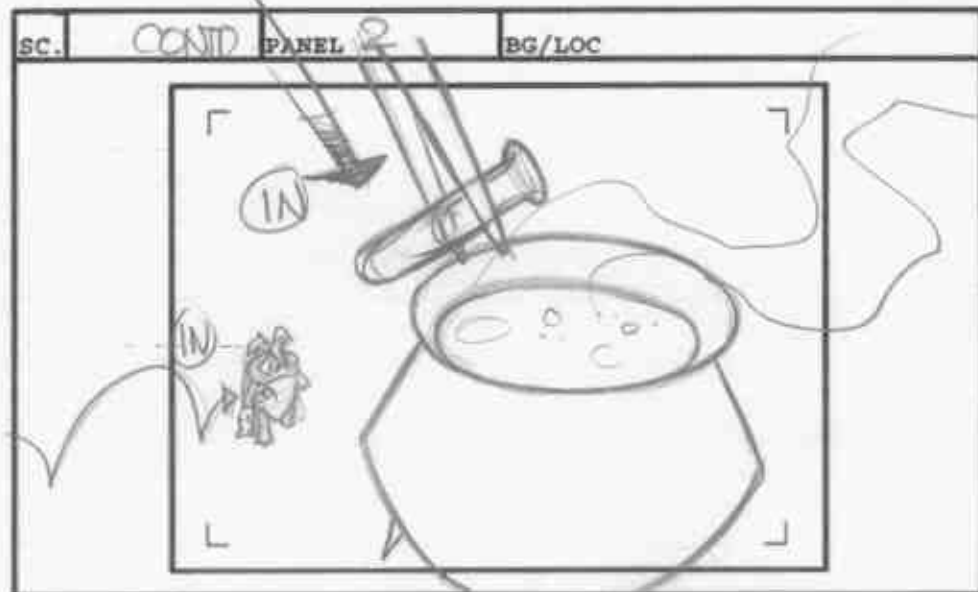
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION  
TWEEZERS HOLDING A SMALL VIAL IN  
THE TICK HOPS IN BESIDE THE CAULDRON  
HE WATCHES INTENTLY

DIAL

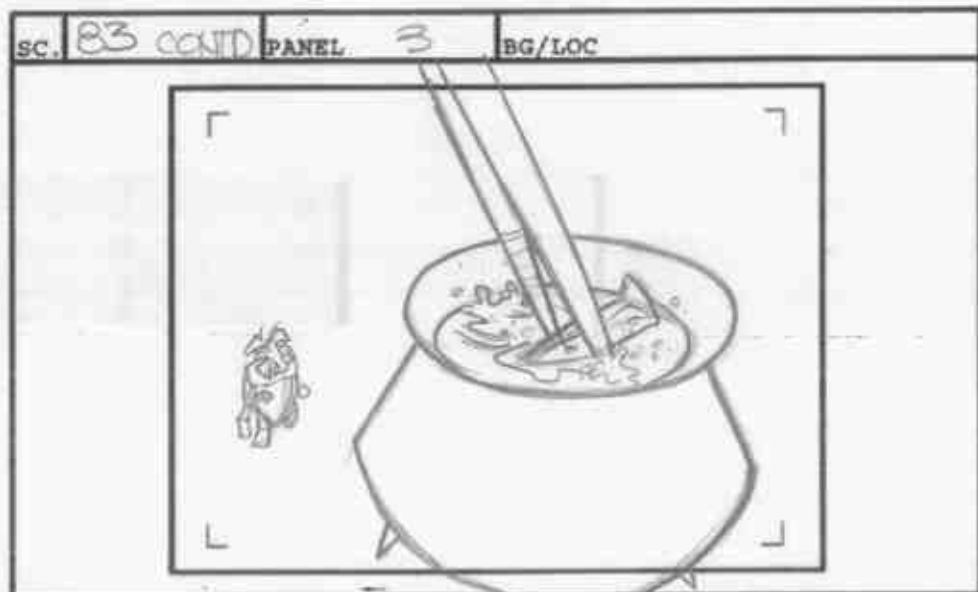
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
THE VIAL IS DIPPED INTO THE CAULDRON

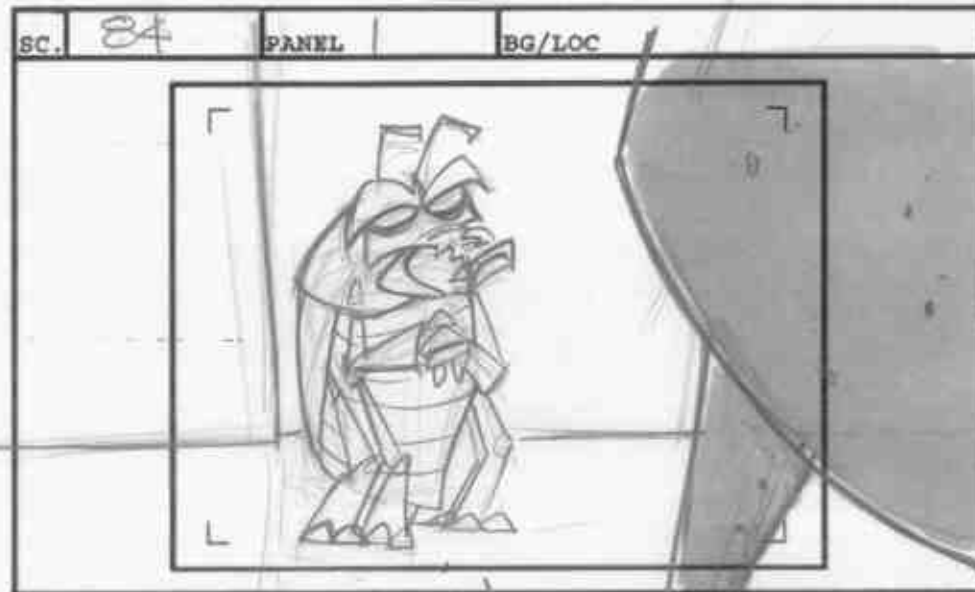
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

HU



ACTION  
CLOSE ON TICK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

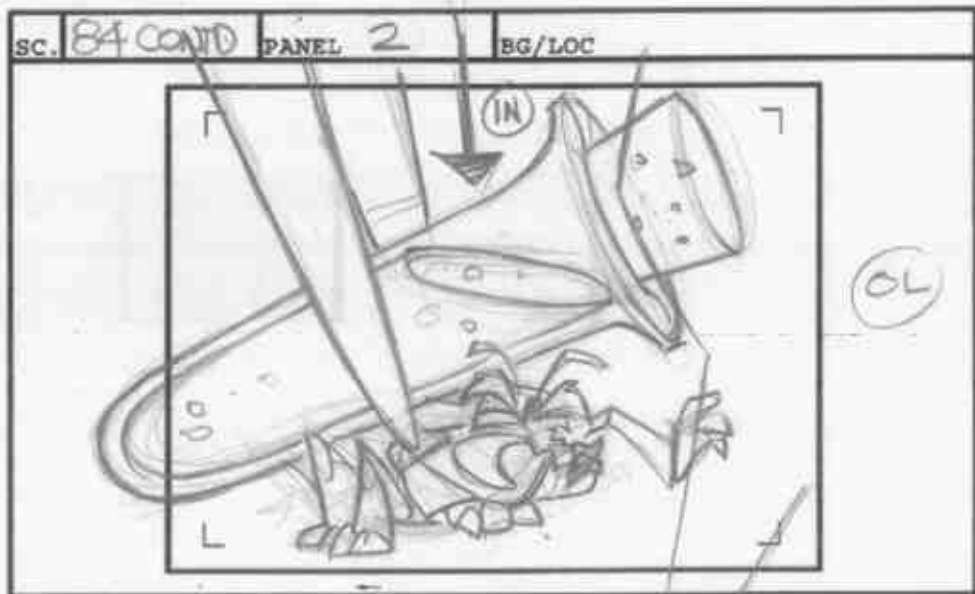
SLUG NOTES



45

FINAL

PROD #



ACTION

THE VIAL, NOW CONTAINING THE BUBBLING POISON, IS PUT ON TICK'S BACK.

DIAL

AA EVIL QUEEN:

YOU CARRY IT.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

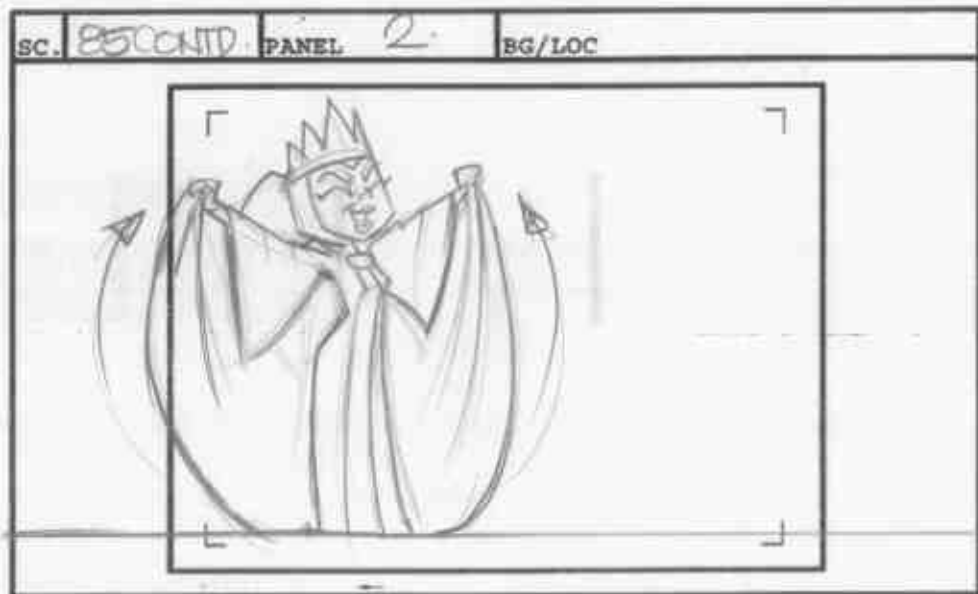
SFX:

DIRECTOR'S NOTES

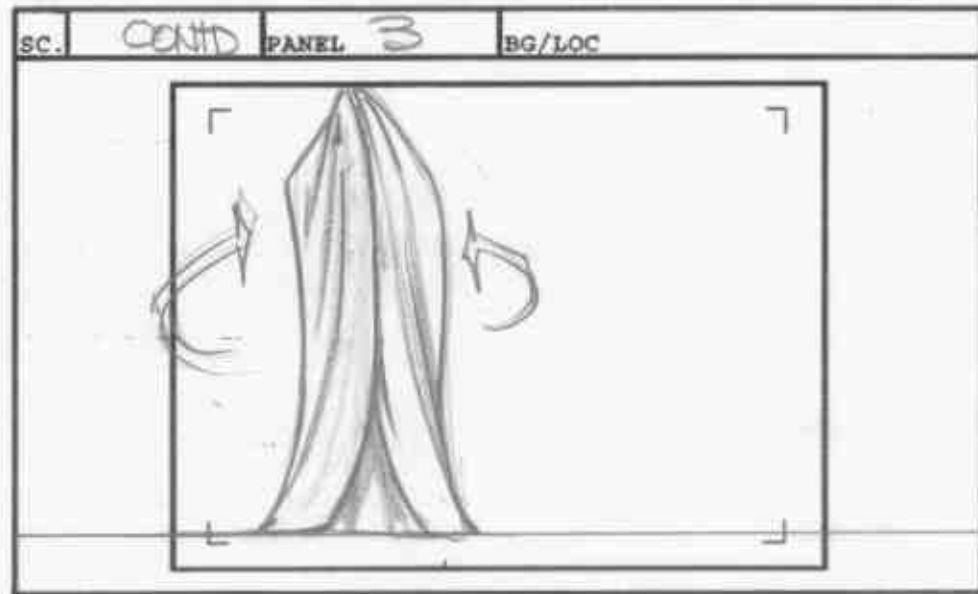
SLUG NOTES

FINAL  
PROD #





ACTION  
E.Q. RAISES HER ARMS ..



ACTION  
AND WITH A FLOURISH WRAPS  
HERSELF UP

DIAL  
EVIL QUEEN: (EVILLY)

<LAUGHTER>

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

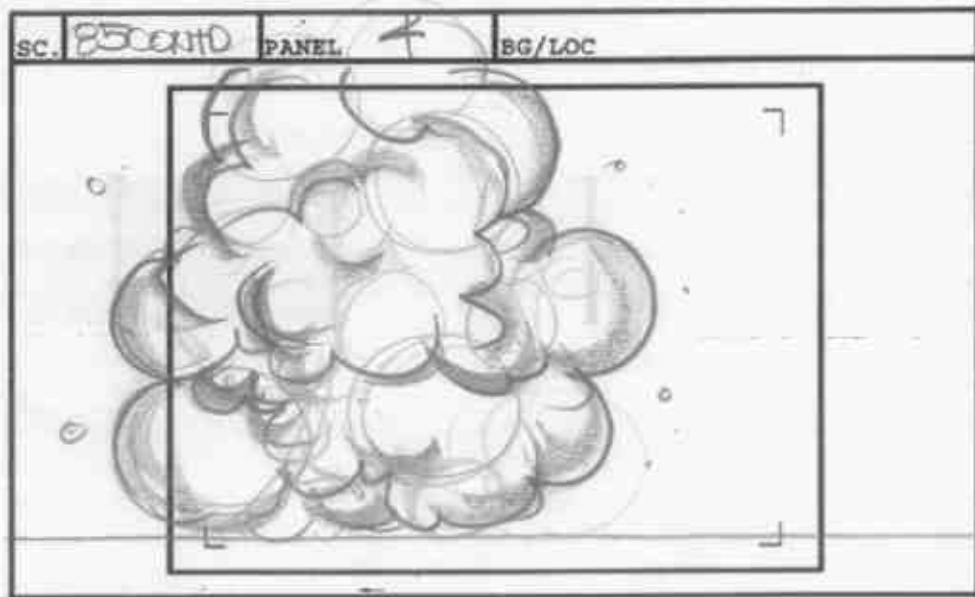
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION  
"POOF!"

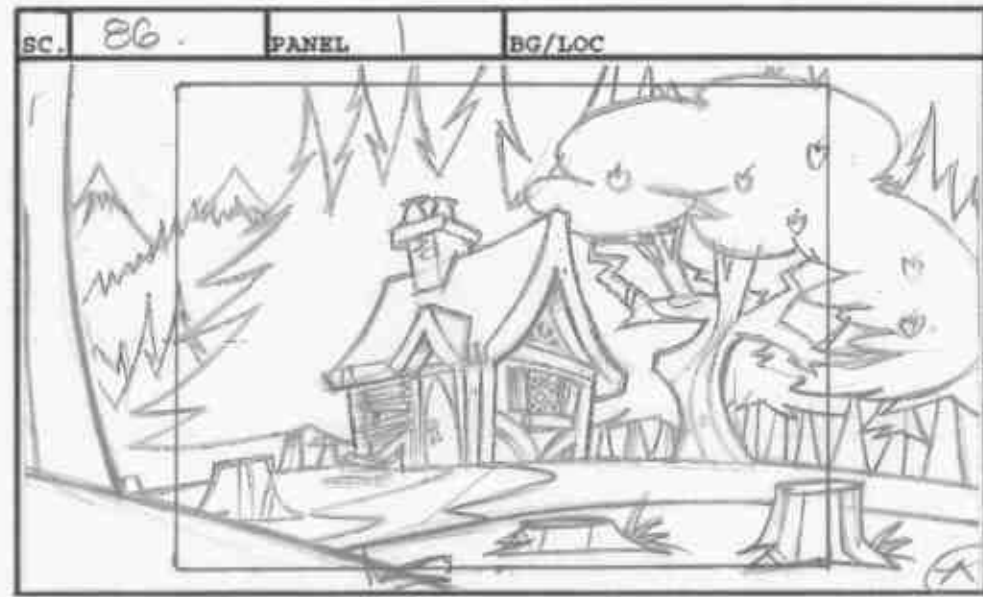
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION  
EXT RUNDOWN COTTAGE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION

STOP ← PAN → START

PAN (A) → (B) TO A LONE TREE IN THE FOREGROUND.

DIAL

DIAL

FX:  
SFX:

FX:  
SFX:

DIRECTOR'S NOTES

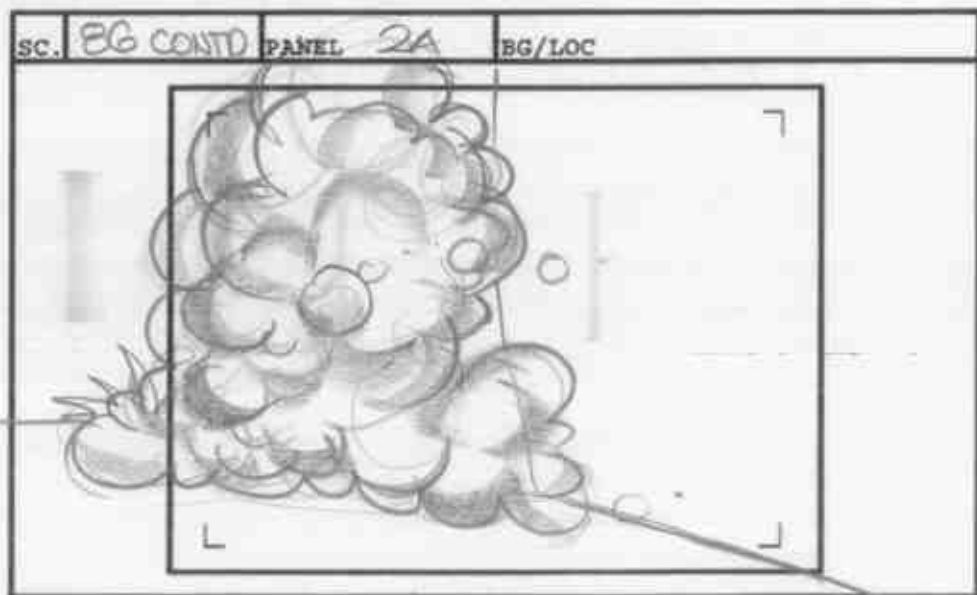
DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

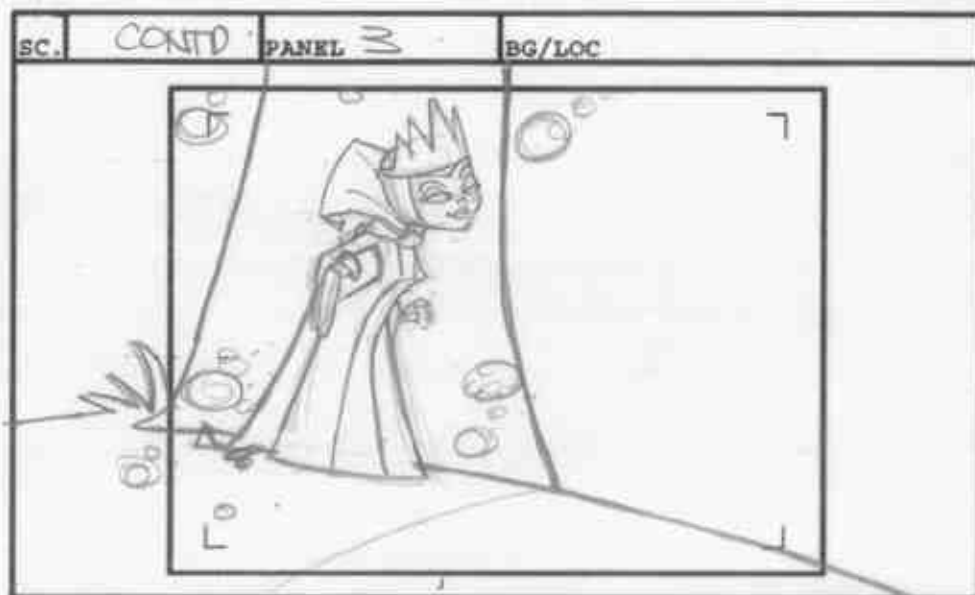
"POOF!"

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AS THE SMOKE CLEARS IT REVEALS  
E.Q. AND THE TICK LOOKING OVER AT  
THE RUNDOWN COTTAGE

DIAL

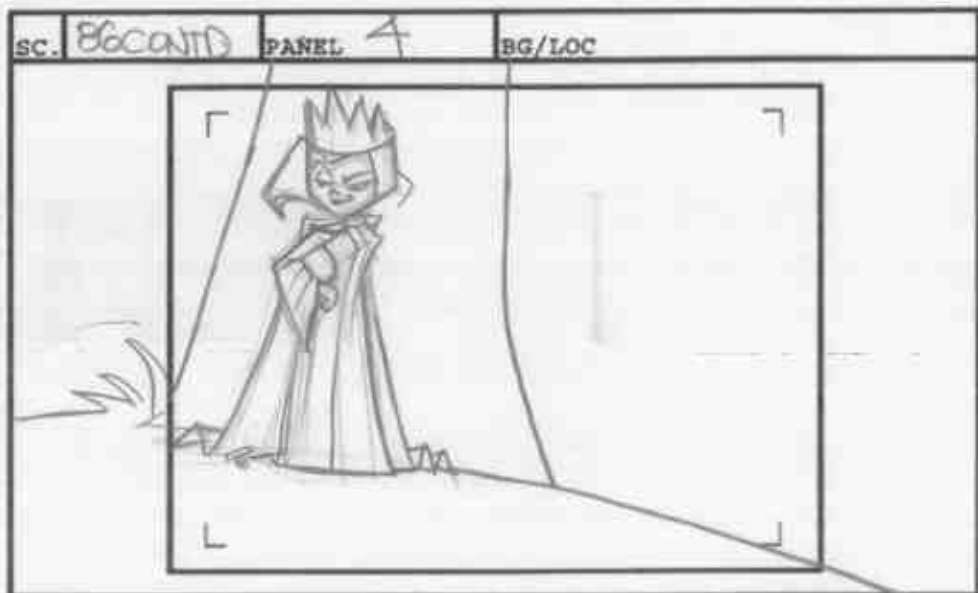
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SHE TURNS AND GRINS EVILLY AT THE TICK

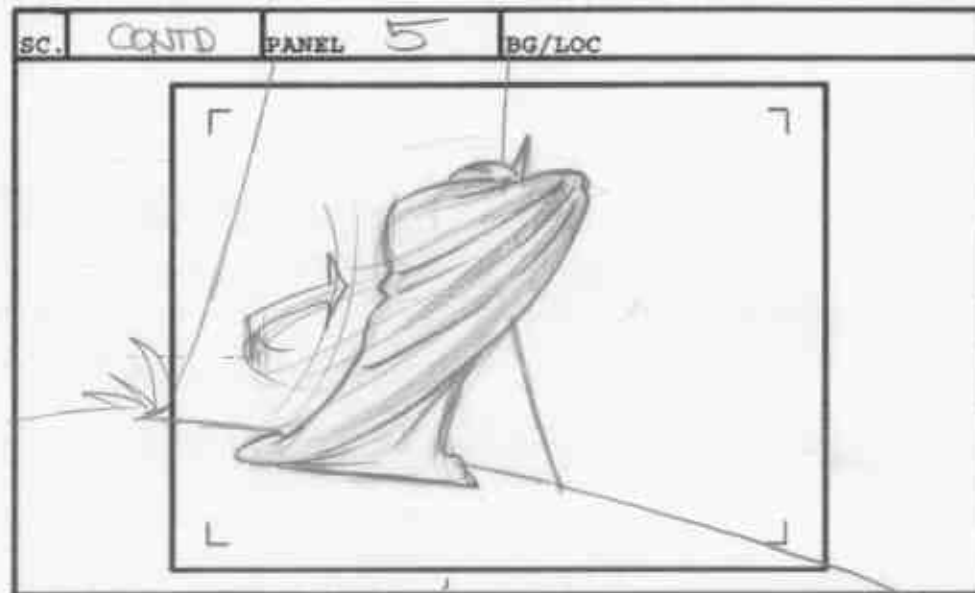
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SHE FLINGS HER CLOAK AROUND HERSELF

DIAL

FX:

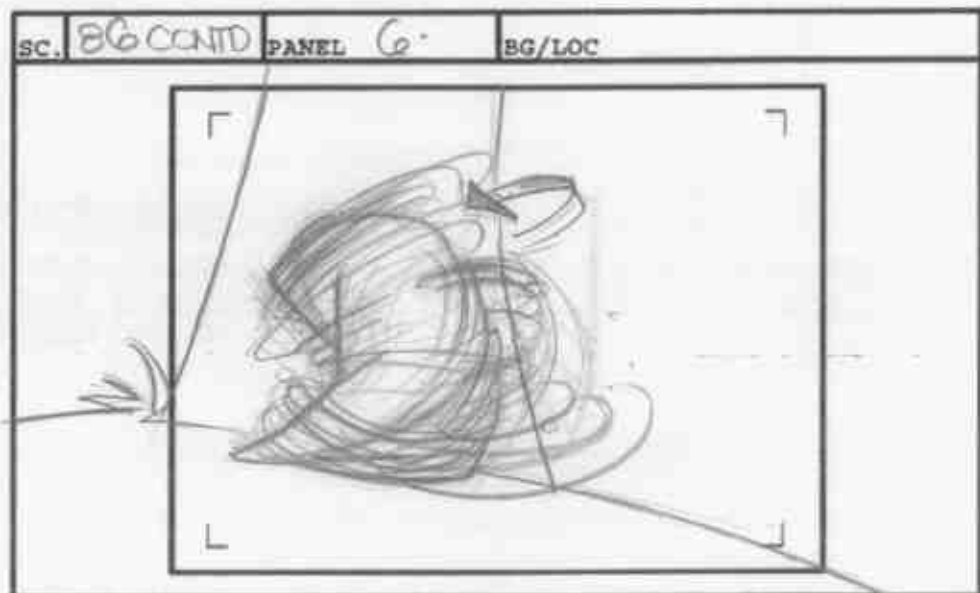
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SPINNING AROUND AND --

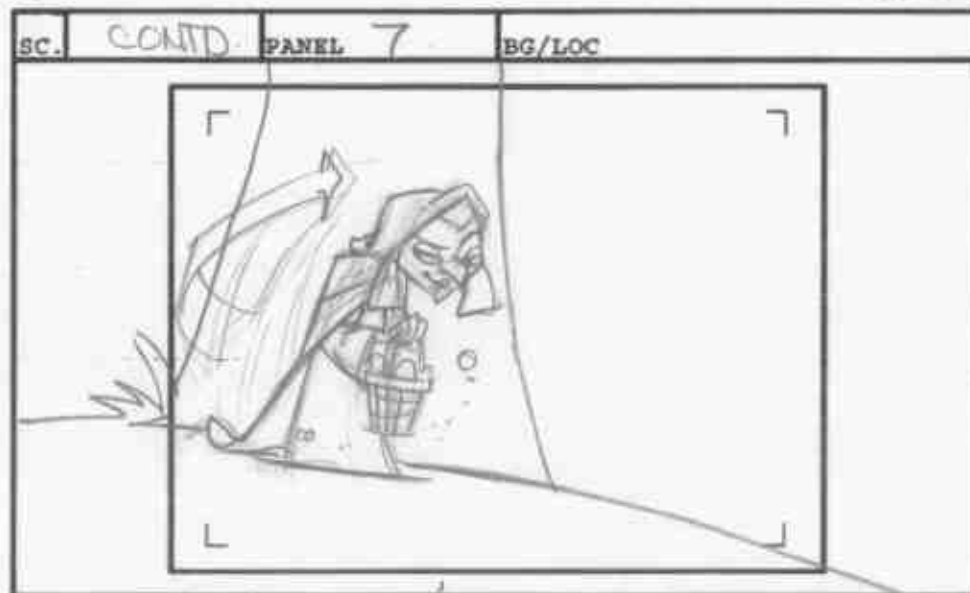
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

TURNING HERSELF INTO AN OLD HAG

DIAL

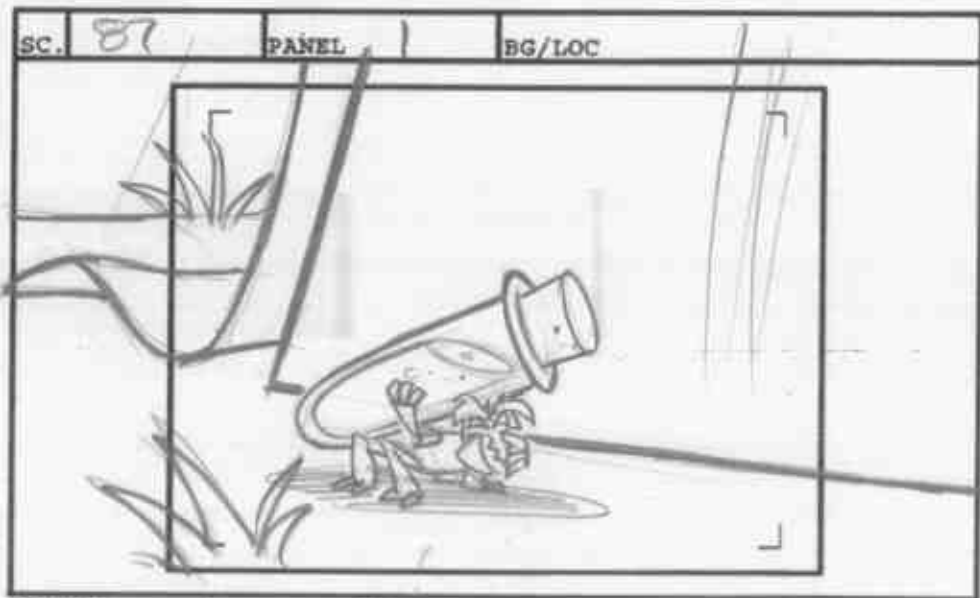
FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

FINAL  
PROD #



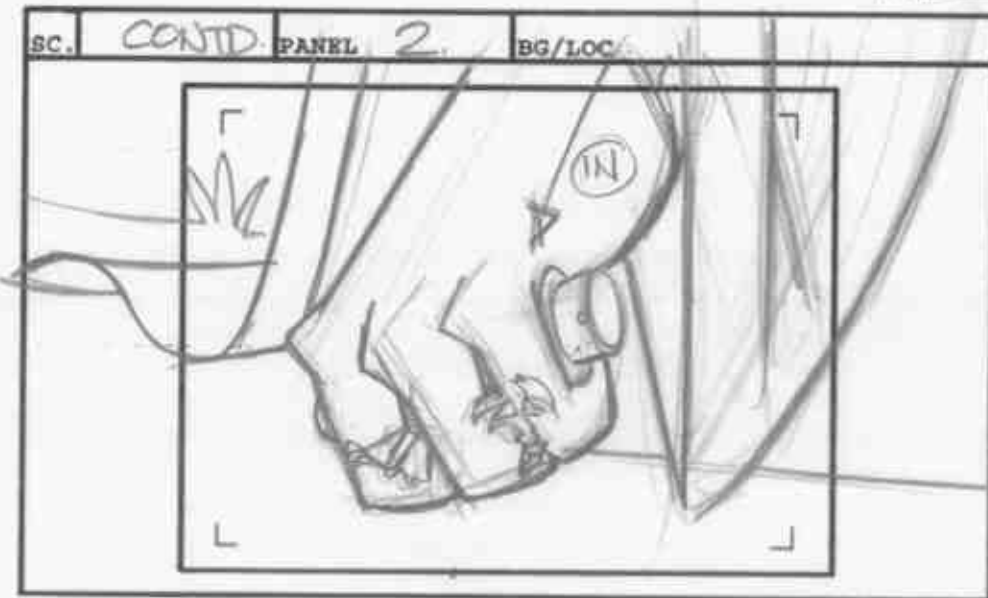
ACTION  
CLOSE ON TICK, HOLDING THE POISON VIAL, STANDING BESIDE THE OLD HAG.

DIAL  
49 EVIL QUEEN: OS  
NOW WATCH HOW ..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
THE HAG REACHS IN AND SNATCHES UP THE TICK & THE VIAL.

DIAL  
49 EVIL QUEEN OS (CONTD)  
.. THE QUEEN OF FASHION POLICE

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

CLOSE ON HAG. SHE LIFTS HER BASKET UP

DIAL

(49) EVIL QUEEN: (CONTD)

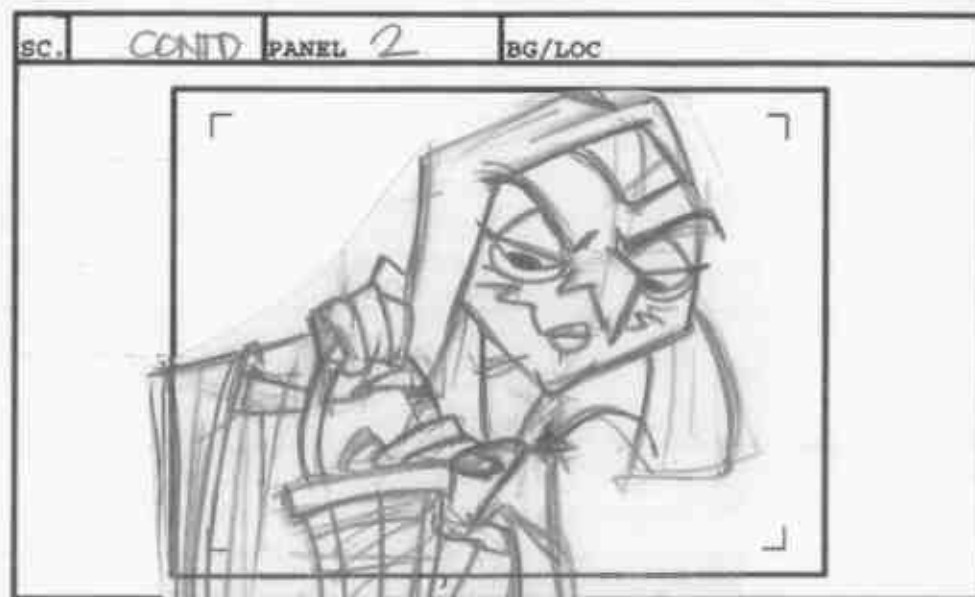
.. GETS THE JOB DONE

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

AND PLACES THE TICK AND VIAL INTO IT.

DIAL

FX:

SFX:

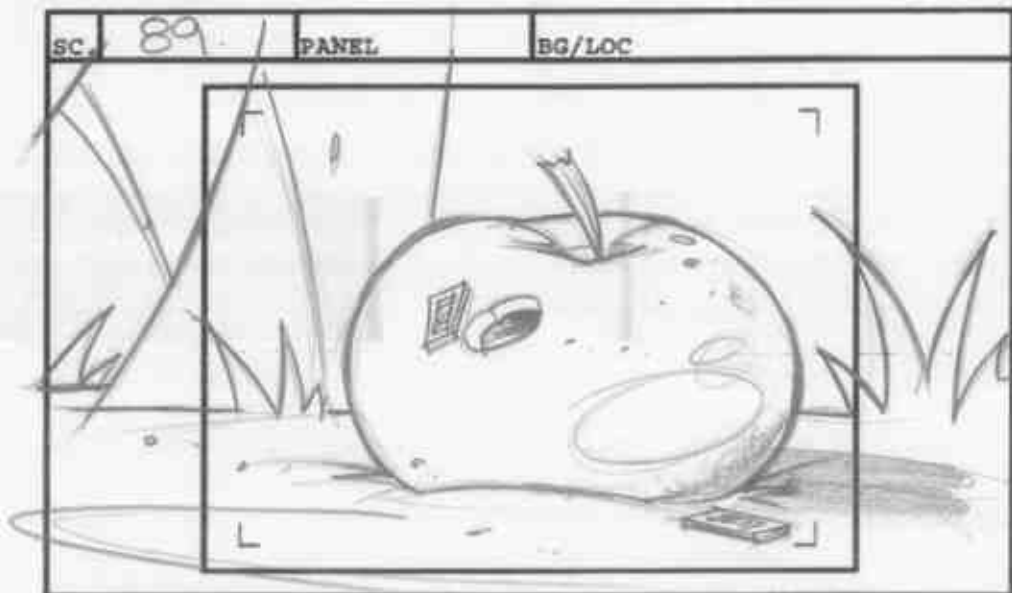
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION  
BASE OF APPLE TREE - ANGLE ON  
MOTH LARVA'S APPLE

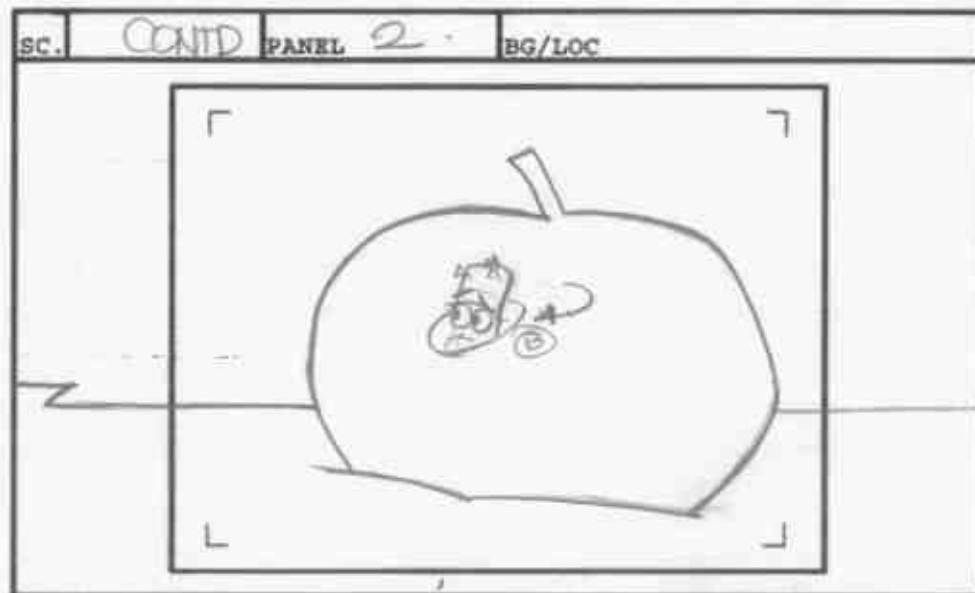
DIAL  
(45) CREEPY (VO)

BUT, LUCKY FOR SNOW BLACK, ...

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
MOTH LARVA STICKS HIS HEAD UP & OUT  
OF HIS HOME

DIAL (45) CREEPY (VO) (CONTD)

.. HER SECRET ADMIRER ...

FX:  
SPX:

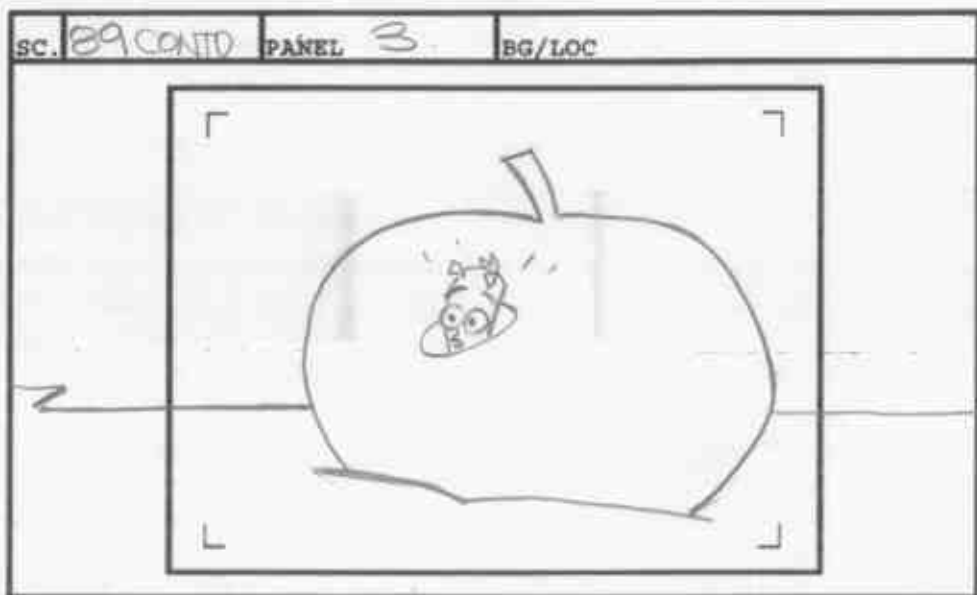
DIRECTOR'S NOTES

SLUG NOTES



FINAL

PROD #



ACTION

HE REACTS TO SOMETHING OS

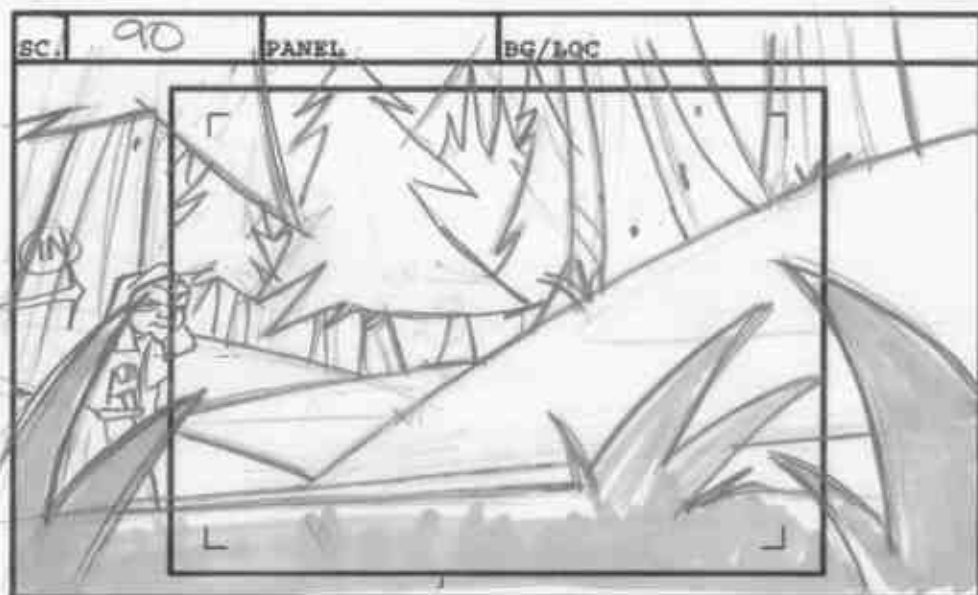
DIAL

TO CREEPIE VO CONTD.

FX: .. WAS SPYING FROM HIS APPLE  
SFX: HIDEOUT.

DIRECTOR'S NOTES

SLUG NOTES



ACTION

LOW ANGLE ON PATHWAY NEAR  
APPLE TREE - (REV ANGLE) MOTH'S P.O.V.  
THE OLD HAG WALKS IN ALONG PATH

DIAL

TO MOTH LARVA OS (TO HIMSELF)  
SHE'S UP TO NO GOOD, ..

FX:

SFX:

DIRECTOR'S NOTES

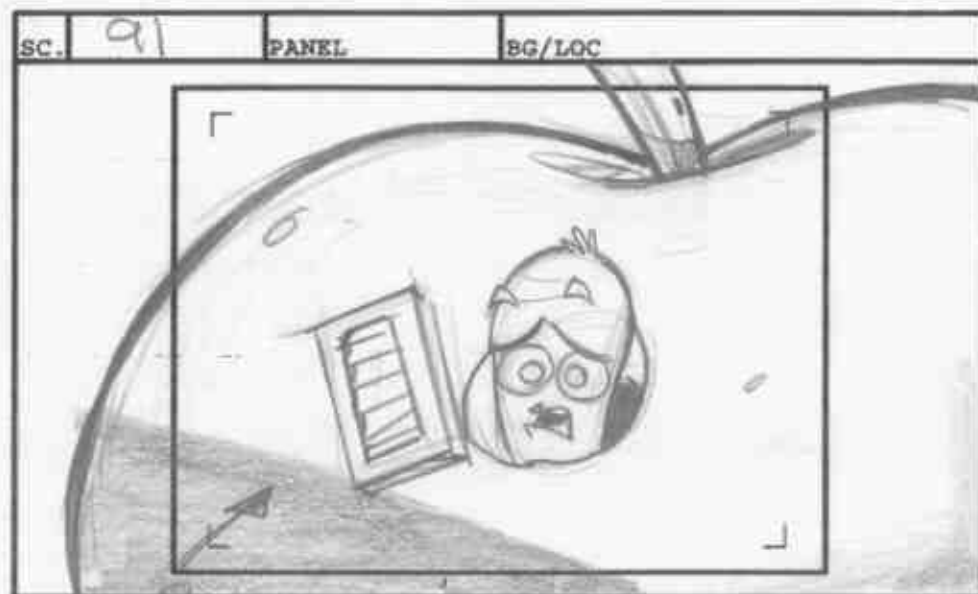
SLUG NOTES

FINAL

PROD #



ACTION



ACTION (IN)

CLOSE ON MOTH LARVA A SHADOW  
CREEPS IN

DIAL

46 MOTH LARVA: OS (CONTD)

.. THAT SNEAKY QUEEN!

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL

46 MOTH LARVA OS

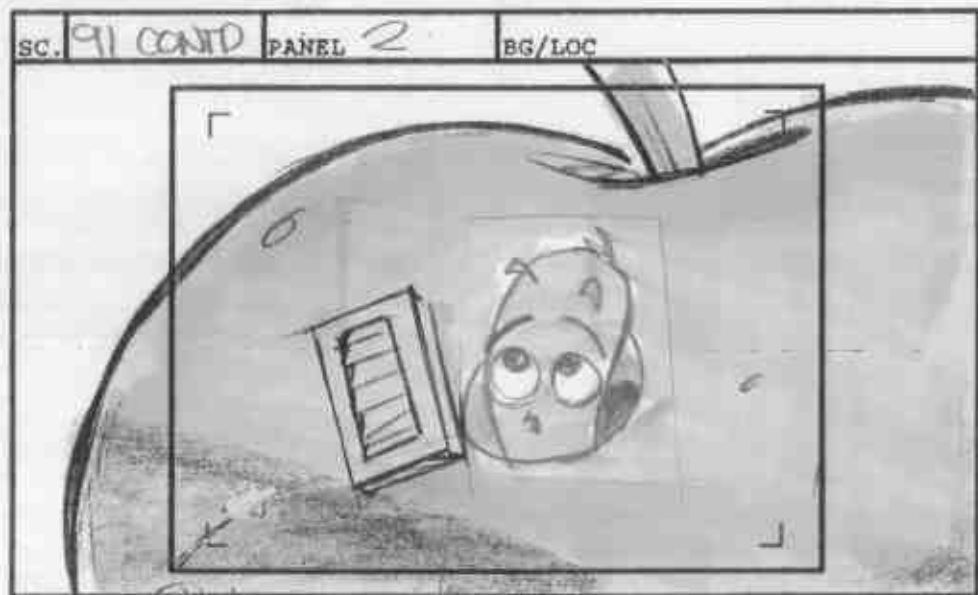
I MUST TELL SNOW BLACK  
WHAT I'VE SEEN.

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

THE SHADOW COMPLETELY COVERS OUR HERO.

DIAL

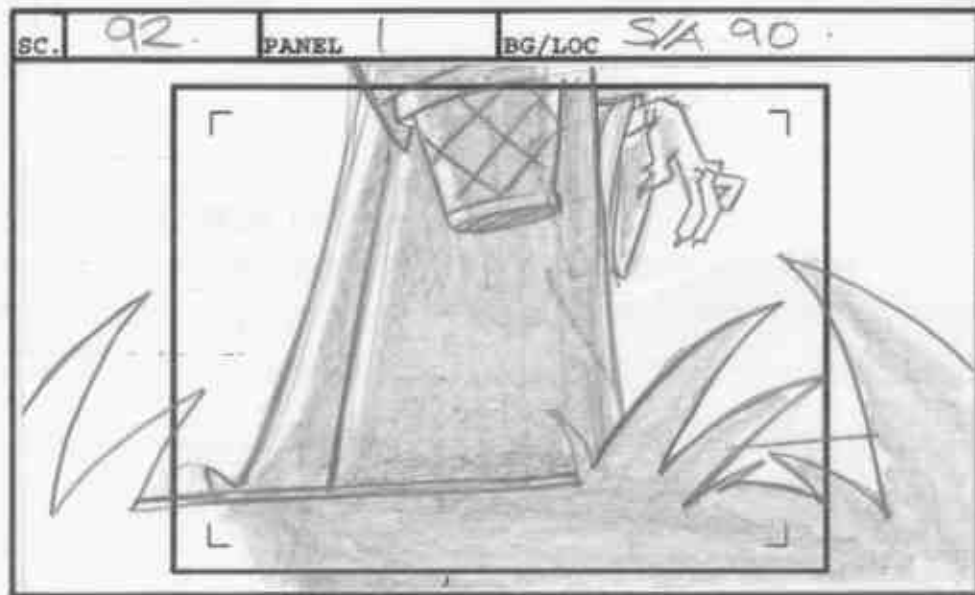
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

CLOSE ON PATH THE HAG HAS STOP RIGHT IN FRONT OF THE MOTH LARVA

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

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

growing  
up  
creepie



ACTION  
WIDE ON APPLE TREE. THE HAG  
BENDS OVER..

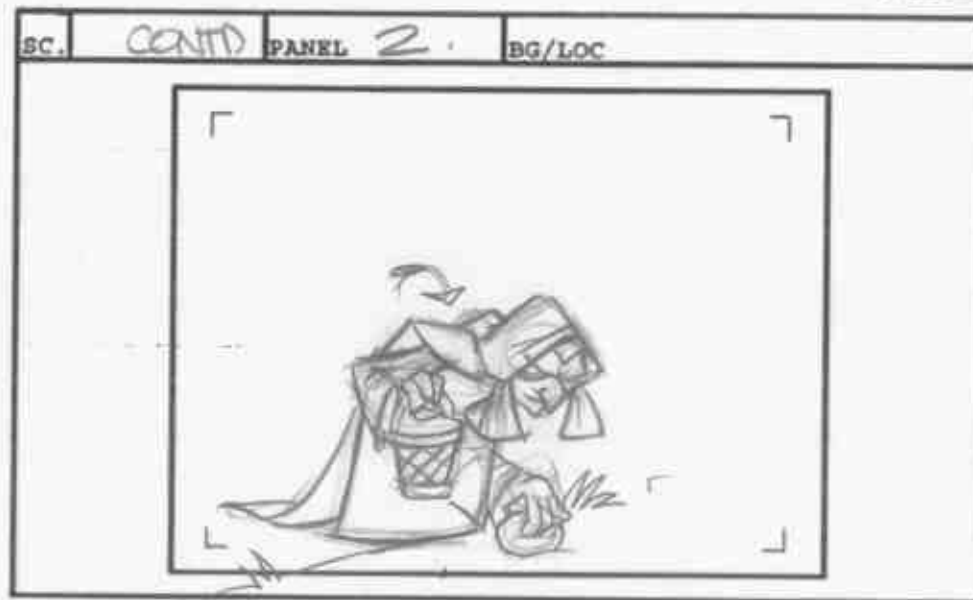
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION  
... TO PICK UP MOTH LARVA'S HOUSE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

HU



ACTION

CLOSE ON APPLE ...

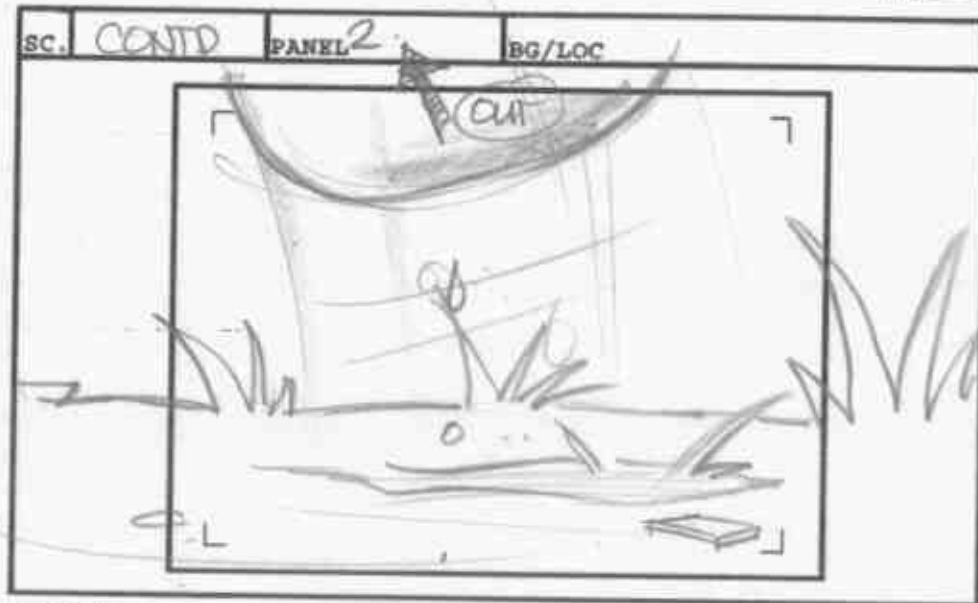
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

AS THE HAG LIFTS IT OUT OF  
SCENE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

CLOSE ON THE HAG SHE LOOKS FROM SIDE..

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

...TO SIDE!

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

SC. 95 CONTD PANEL 3 BG/LOC



ACTION  
DIAL

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

SC.



ACTION  
DIAL

FX:  
SFX:  
DIRECTOR'S NOTES

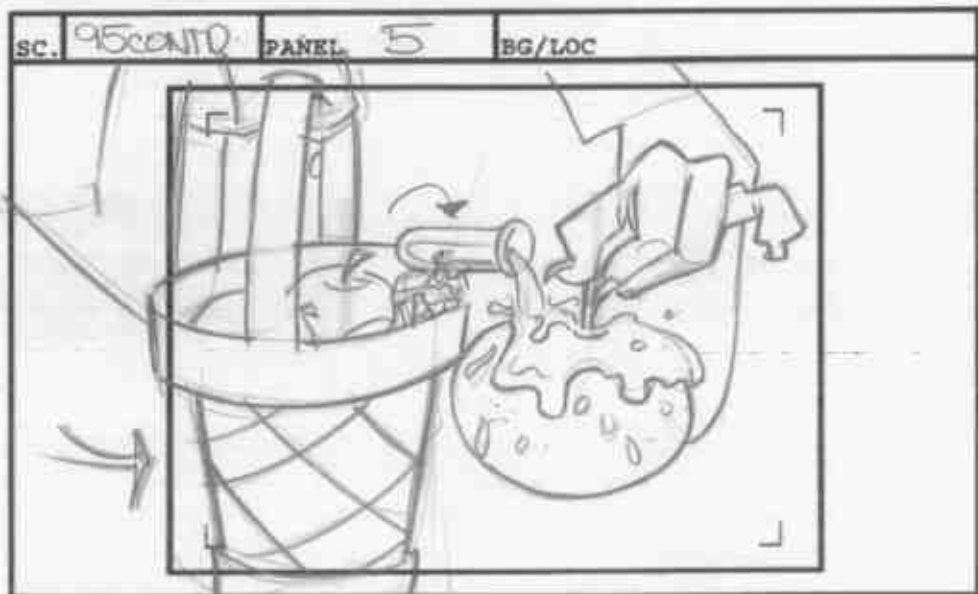
SLUG NOTES

PAN & TRK IN  
A → B

THE TICK EMERGES FROM THE BASKET HOLDING THE VIAL.

FINAL  
PROD #





ACTION

THE HAG LIFTS THE BASKET CLOSER TO THE APPLE TICK POURS THE CONTENTS OF THE VIAL OVER THE APPLE

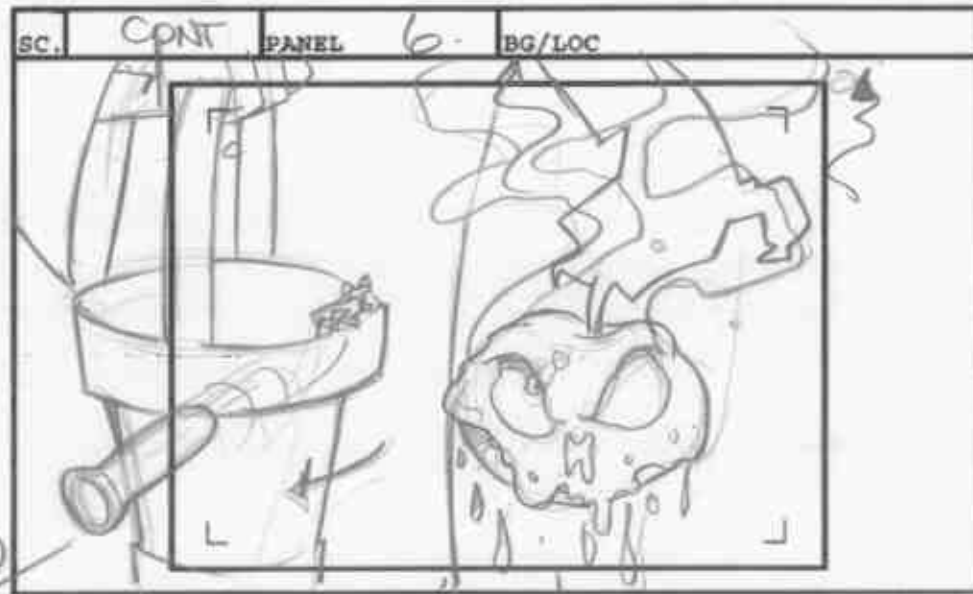
DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE TICK TOSSES THE EMPTY VIAL OUT. THE POISON DRIPS OFF THE APPLE A GREEN VAPOUR RISES UP

DIAL

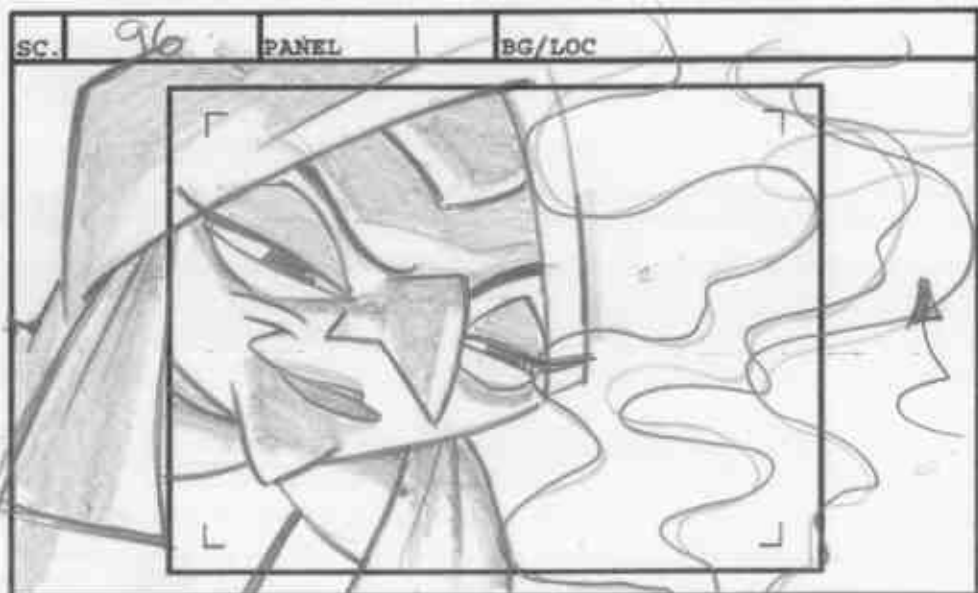
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



**ACTION**  
CLOSE ON THE BOTTOM LIT HAGS  
FACE THE VAPOUR CONTINUES TO  
RISE UP (\* BG COLOR CARD )  
CHAR. BOTTOM LIT.

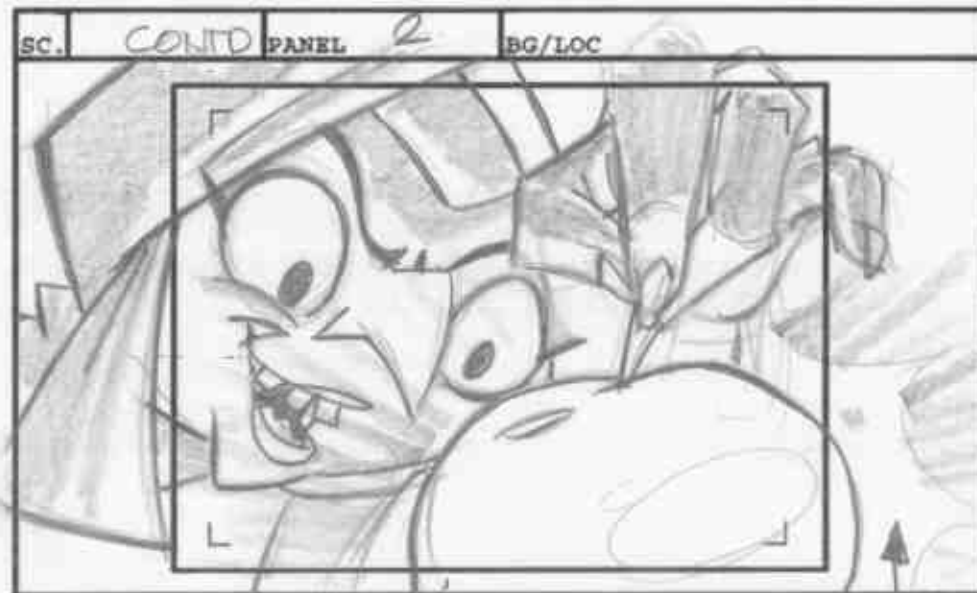
**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

SLUG NOTES

SLUG NOTES



**ACTION**  
SHE RAISES THE GLOWING  
APPLE UP INTO FRAME. THE APPLES' COLOR  
CHANGE FROM GREEN TO RED.

**DIAL**

▲ HAG:  
<EVIL CACKLE>

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

SLUG NOTES

FINAL  
PROD #

TH



ACTION

WIDER ON THE HAG AS SHE PLACES THE POISONED APPLE INTO HER BASKET

DIAL

HAG: (CONTD)

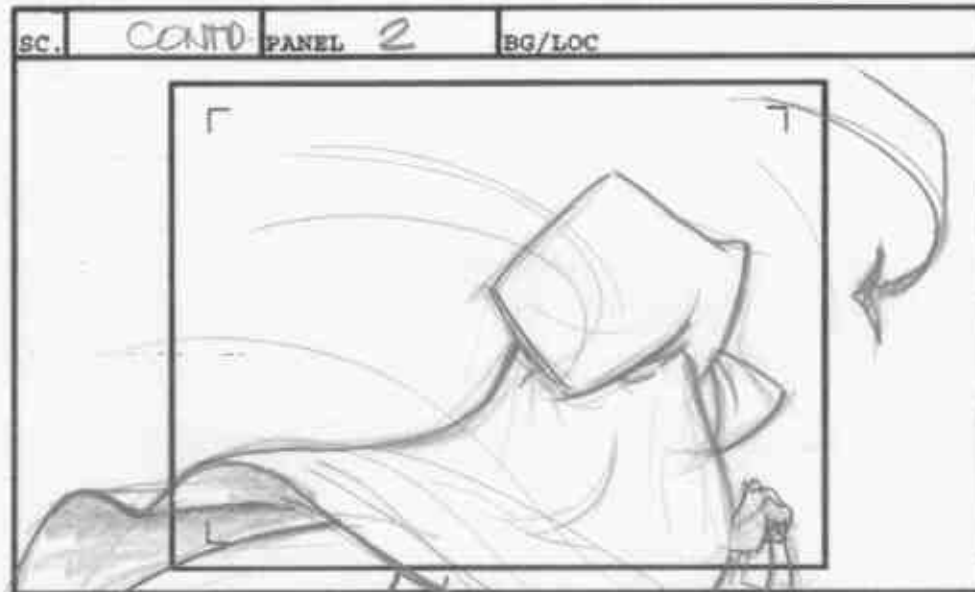
← EVIL CICKLE

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

SHE WHIPS AROUND HEADING TOWARDS THE COTTAGE

DIAL

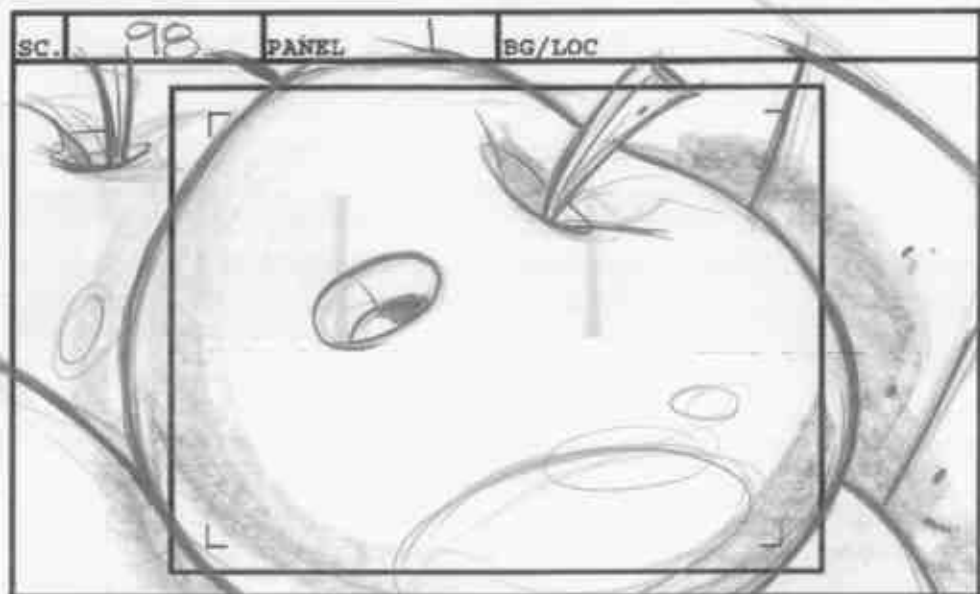
FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #



0000

ACTION  
INSIDE BASKET - ANGLE ON THE  
APPLE

\*ADD N/S MOOE DURING SCENE

DIAL

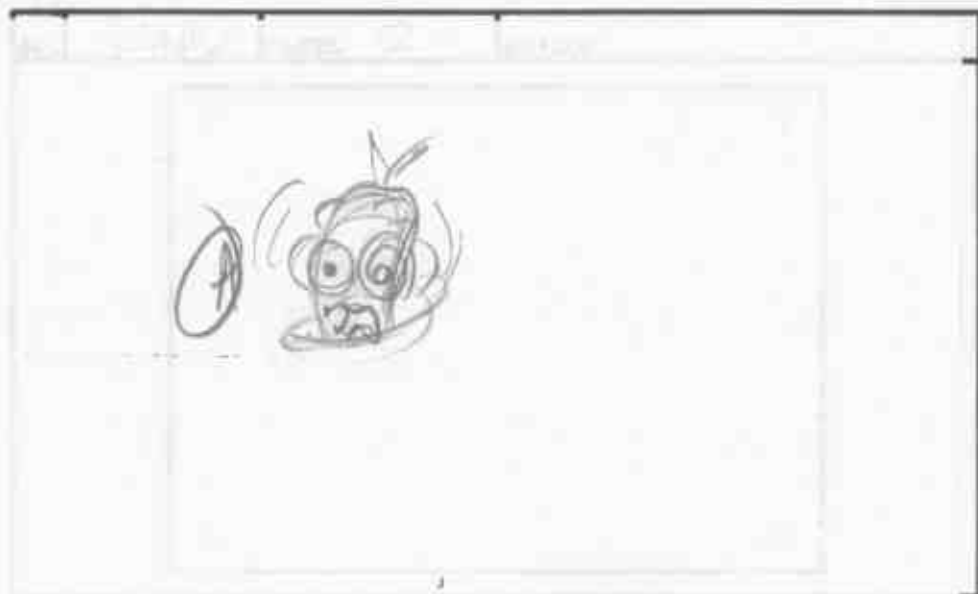
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



0000

ACTION  
THE MOTH LARVA POKES HIS HEAD OUT OF  
THE APPLE, COUGHING AND LOOKING GREEN

DIAL

FX:

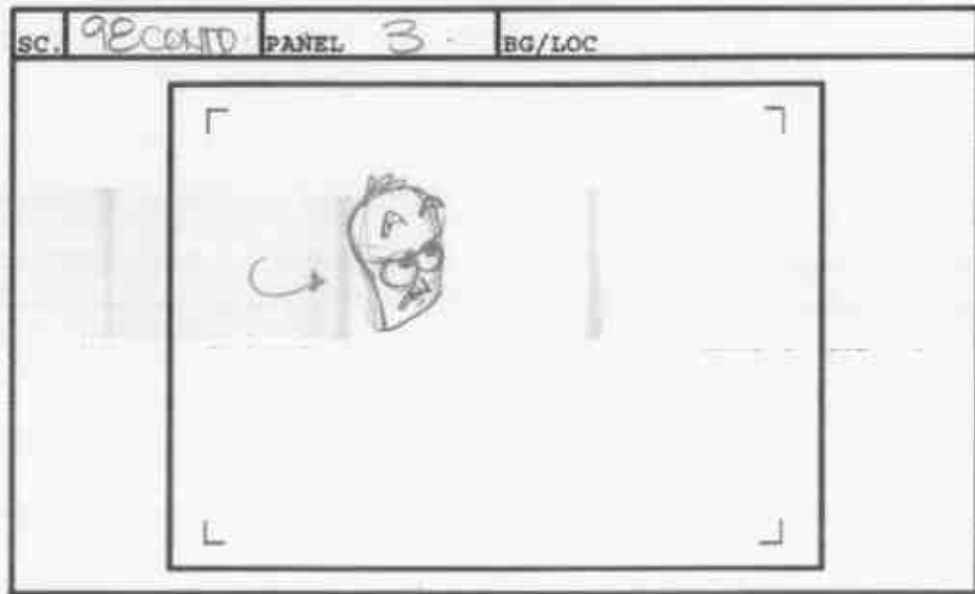
SFX:

DIRECTOR'S NOTES

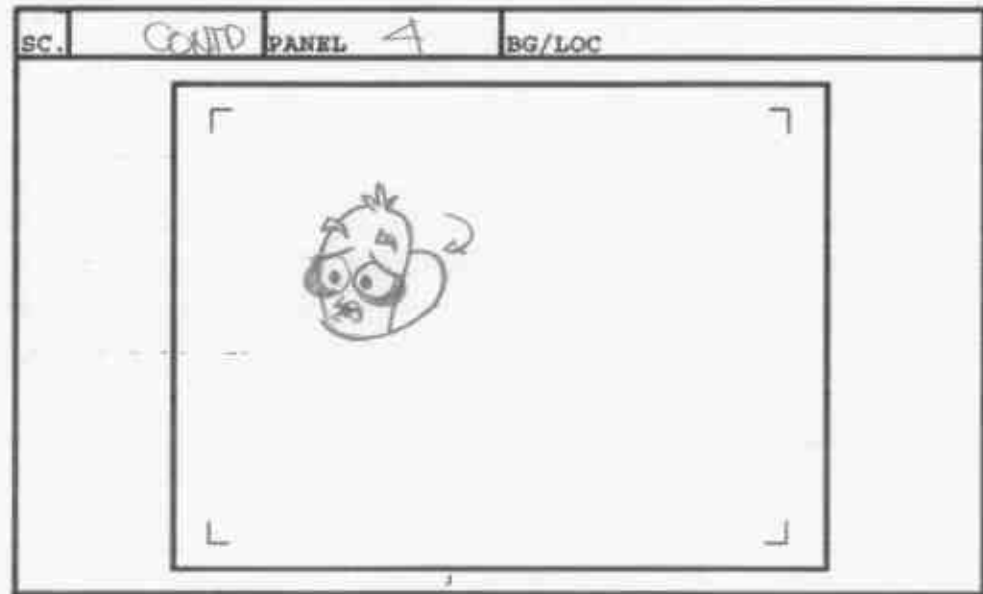
SLUG NOTES

FINAL  
PROD #

growing  
UP  
the  
CREEP



ACTION  
MOTH TURN'S, LOOKING UP.



ACTION

DIAL  
46 LARVA: (TO HIMSELF) (REPEAT LINE).  
SHE'S UP TO NO GOOD, THAT SNEAKY  
QUEEN!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

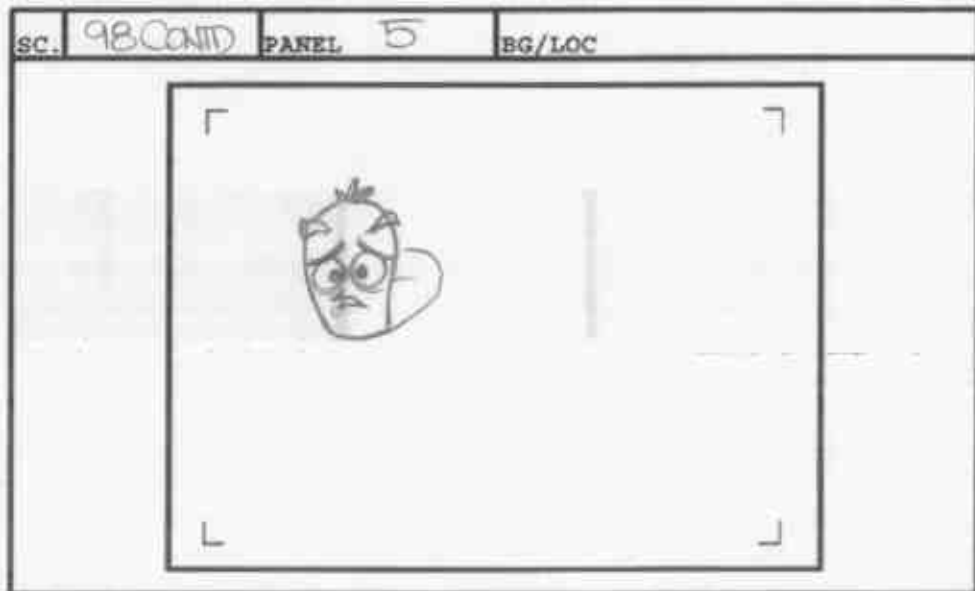
DIAL  
46 LARVA: (CONTD)  
I MUST TELL SNOW BLAKE...

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

DIAL (46) LARVA: (CONTD)

... WHAT I HAVE SEEN!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

EXT. RUNDOWN COTTAGE -  
THE HAG APPROACHES THE FRONT DOOR

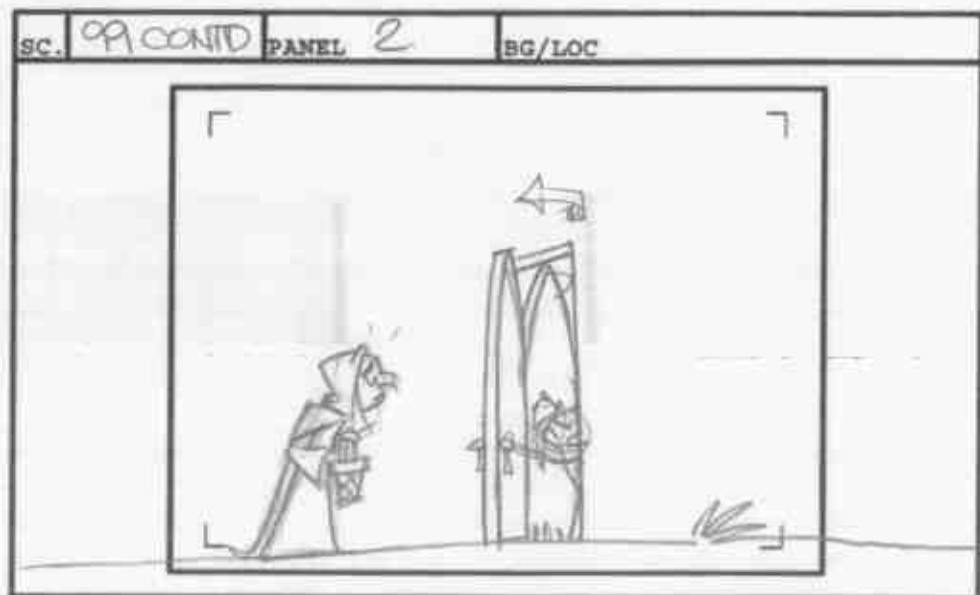
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



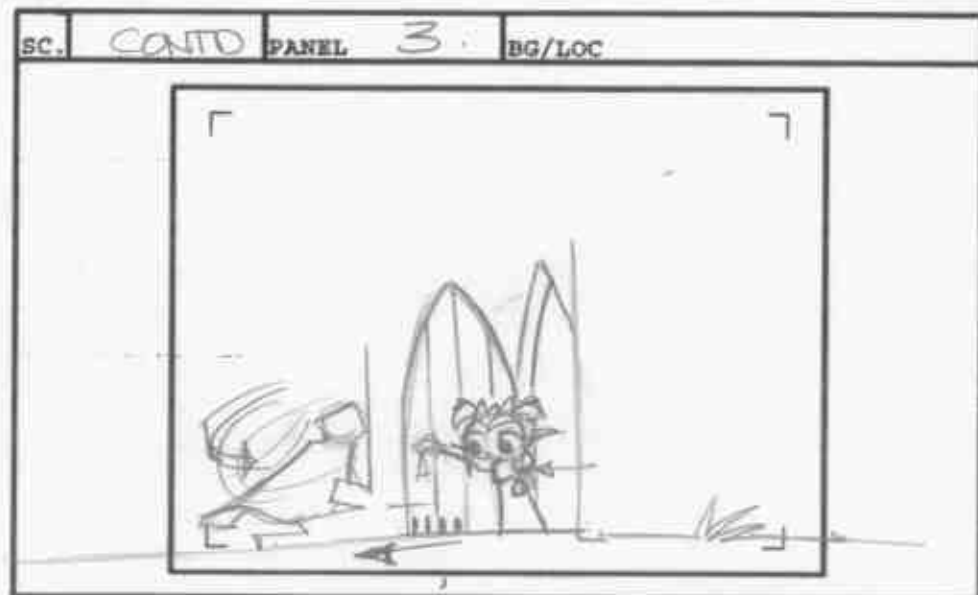
**ACTION**  
THE DOOR BEGINS TO OPEN, STARTLING THE OLD LADY.

**DIAL**  
(48) BEETLES (IN A BEATLES STYLE).  
HI-DEE-HI, "

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

SLUG NOTES



**ACTION**  
SHE DARTS BEHIND THE COTTAGE AS SNOW BLACK AND THE BEETLES COMES OUT OF THE COTTAGE.

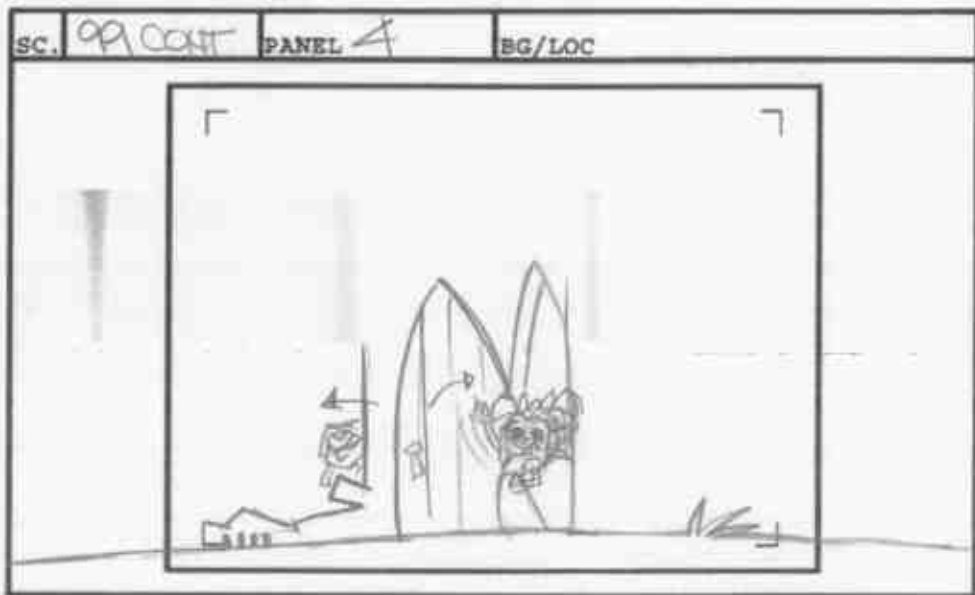
**DIAL**  
(48) BEETLES (CONT).  
HI-DEE-HO,

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

SLUG NOTES

FINAL  
PROD #



ACTION

THE BEETLES CONTINUE FORWARD, SNOW WAVES THEM OUT.

DIAL

(48) BEETLES:

TIME TO WORK, TIME TO GO...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

GROUND LEVEL ANGLE FAST NEEDLE NOSE AS HE TURNS TO WAVE GOOD BYE TO SNOW

DIAL

(48) BEETLES: (CONTD)

<REPEAT STANZA> ~~~~~  
HI-DEE-HI

FX:  
SFX:

DIRECTOR'S NOTES

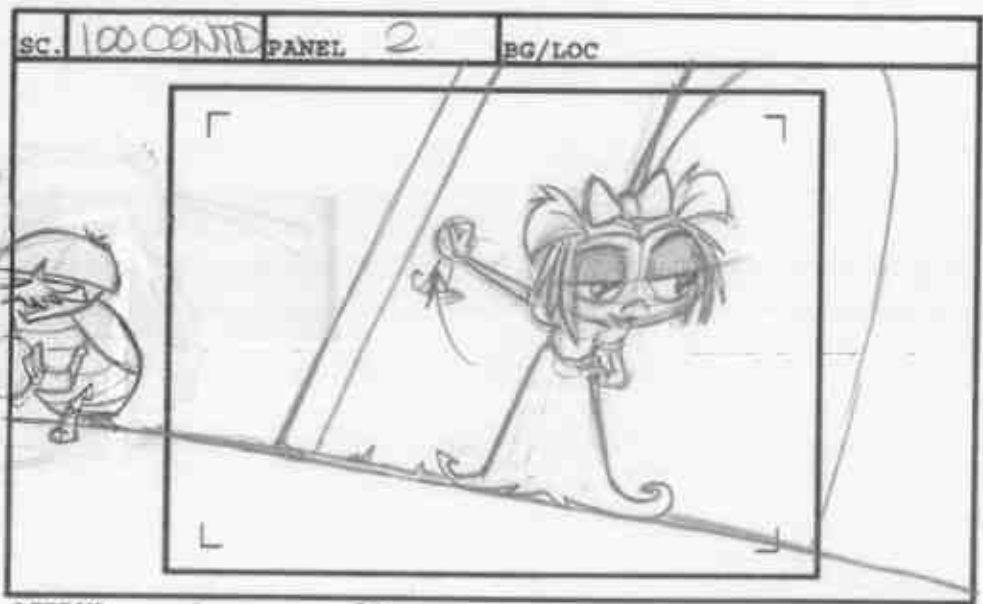
SLUG NOTES

FINAL

PROD #



growing  
up  
creepie



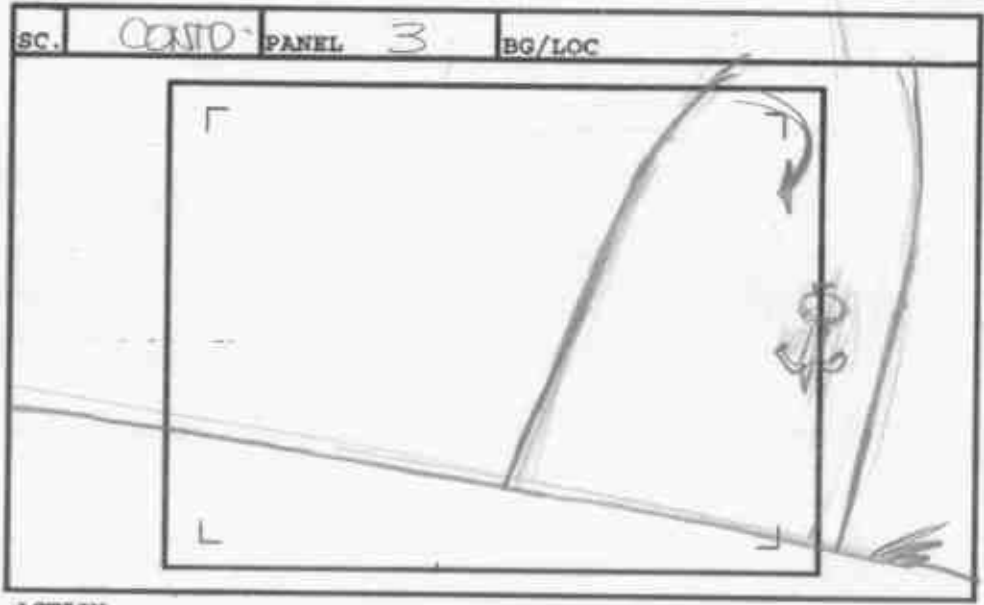
↑ cut

ACTION  
NEEDLE CONTINUES OUT AS SNOW GOES BACK INTO THE COTTAGE

DIAL (18) BEETLES: (CONTD)  
HI DEE HO, TIME TO WORK

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (18) BEETLES: (CONT.)  
.. TIME TO GO! (CONTINUE AND FADE DOWN)

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

INT. RUNDOWN COTTAGE  
SNOW STARTS TO WALK FROM THE DOOR.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

SHE STOPS WHEN SHE HEARS A  
KNOCK AT THE DOOR.

DIAL

SFX: <KNOCK, KNOCK!>

FX:

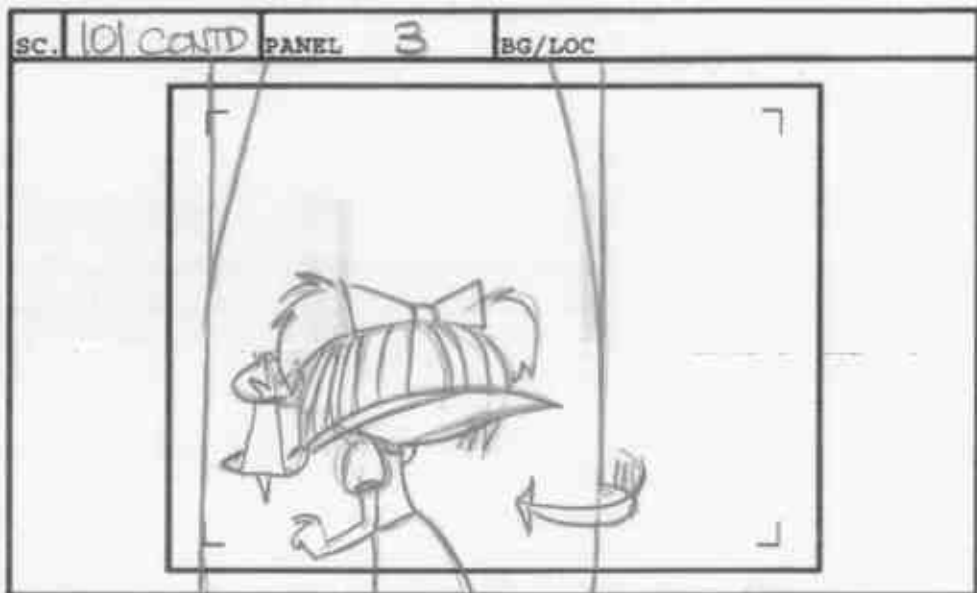
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SNOW TURNS TO ANSWER THE DOOR.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE DOOR SWINGS OPEN AS THE HAG RUSHES HER WAY IN

DIAL (50) EVIL QUEEN: (TRYING TO SOUND OLD)

WELCOME TO THE NEIGHBORHOOD, ..

FX:  
SFX:

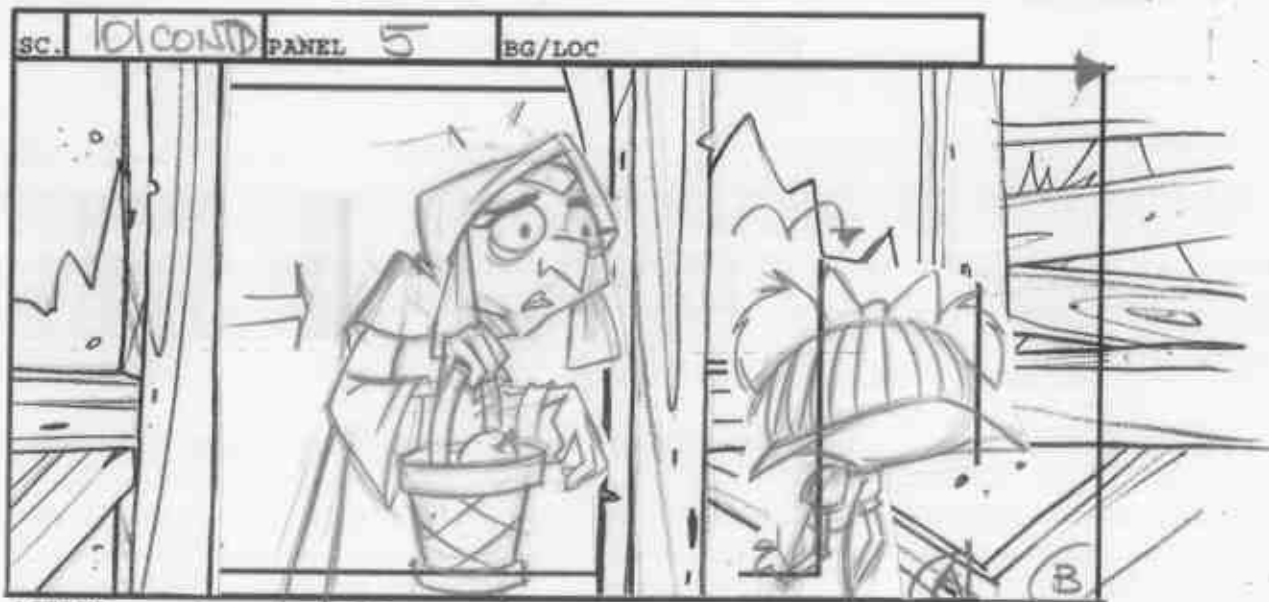
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

GROWING  
UP  
CREEPY



ACTION

SLIGHT PAN AS SNOW STEPS BACK AS THE HAG WALKS INTO.

DIAL (50) EVIL QUEEN: (CONTD)

DIAL

.. YOUNG LADY.

FX:

FX:

SFX:

SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

--	--

FINAL

PROD #

SLUG NOTES

SLUG NOTES

GROWING UP  
CREEP  
CREEPIE



ACTION

ACTION

INT RUMSCORN COTTAGE - REV ANGLE

EVIL QUEEN'S P.O.V. PAN (A) → (B)

DIAL

(ED) EVIL QUEEN: (CS) (CONT)

DIAL

EWIE! WHAT A DISGUSTO DUMPARINO!

FX:

FX:

SFX:

SFX:

DIRECTOR'S NOTES

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



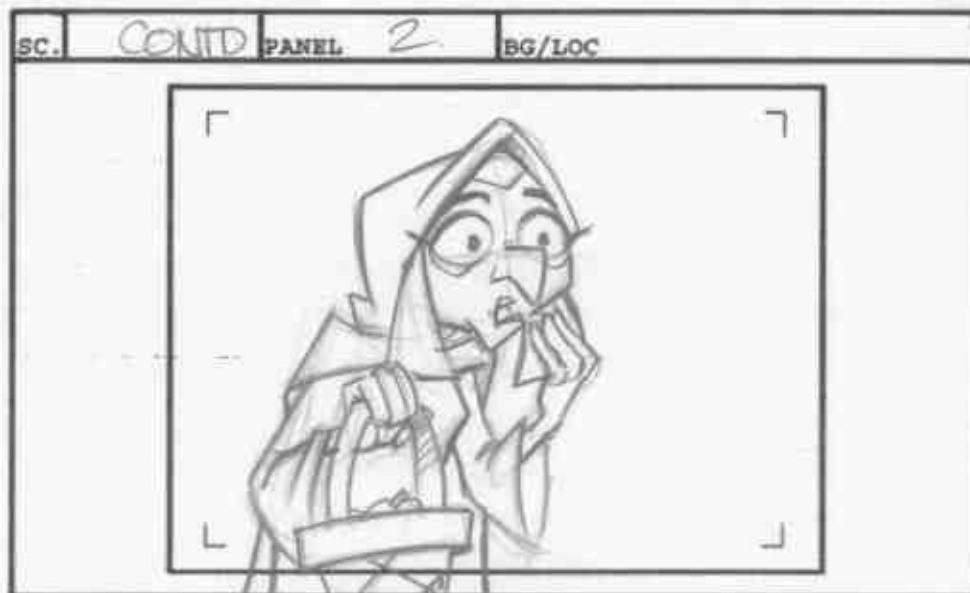
ACTION  
ANGLE ON THE HAG, SHE LOOKS  
DISGUSTED,

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
SHE CATCHES HERSELF

DIAL  
(50) EVIL QUEEN: (CONTD)  
(COLD LADY VOICE)  
UH, AHEM.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE HAG REACHS INTO THE BASKET..

DIAL

50 EVIL QUEEN: (CONTD)

I MEAN, HERE YOU GO MISSY,...

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. PULLING OUT THE POISONED APPLE ..

DIAL

50 EVIL QUEEN: (CONTD)

.. HAVE ONE OF MY ORGANIC APPLES.

FX:

SFX:

DIRECTOR'S NOTES

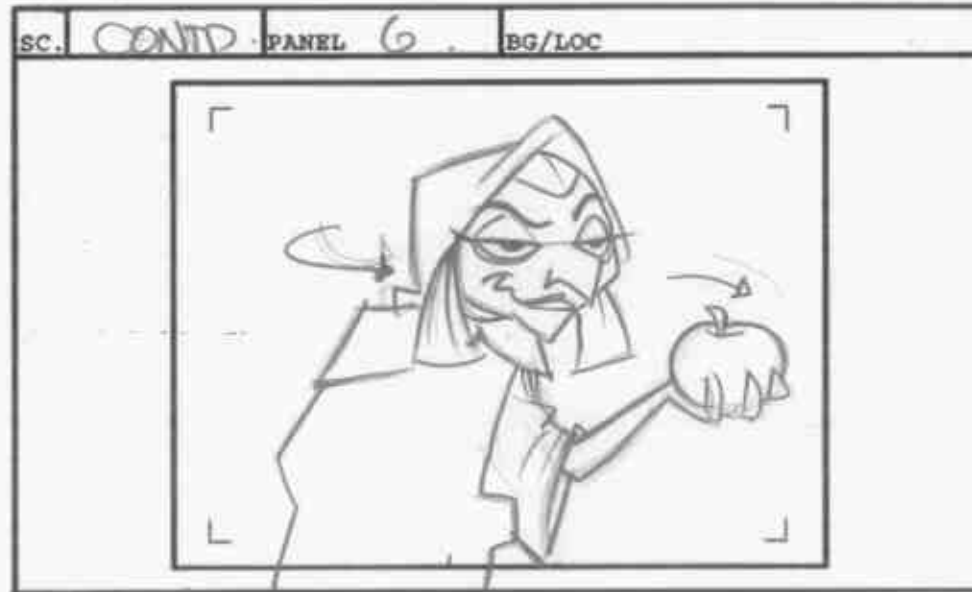
SLUG NOTES

FINAL

PROD #



ACTION



ACTION

SHE TURNS BACK TO SNOW

DIAL

50 EVIL QUEEN:

I OWN THE FARM NEXT DOOR.

FX:

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

FX:

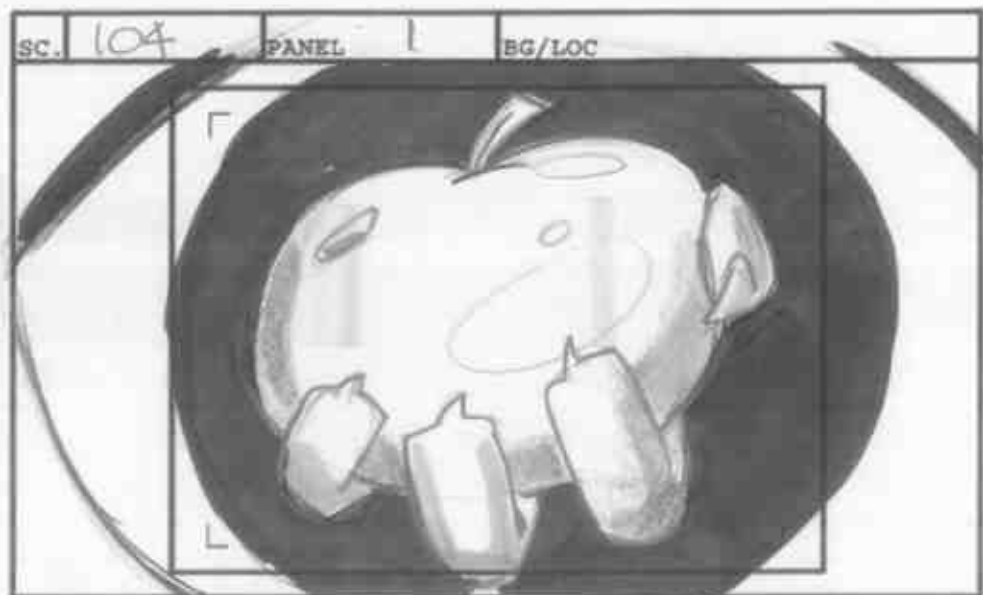
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION

EQU ON SNOW BLACK'S IRIS THE APPLE IS REFLECTED IT IT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

TRUCK OUT (A) → (B) . SNOW IS REACHING FOR THE APPLE.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



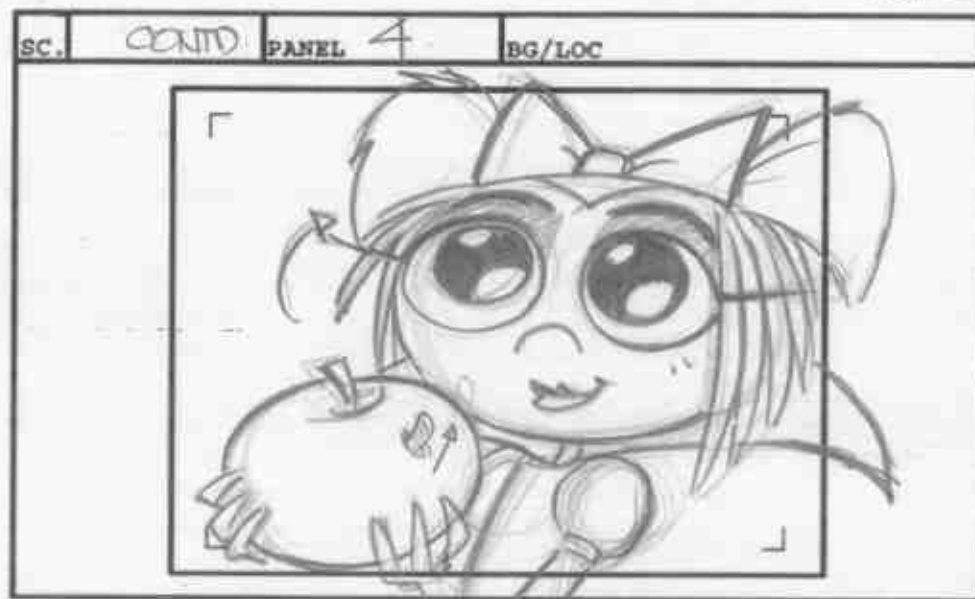
ACTION  
SHE LOOKS AT THE SHINY APPLE.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
SNOW LOOKS UP. SHE DOESN'T SEE THE LARVA AS HE STICKS HIS HEAD UP.

DIAL

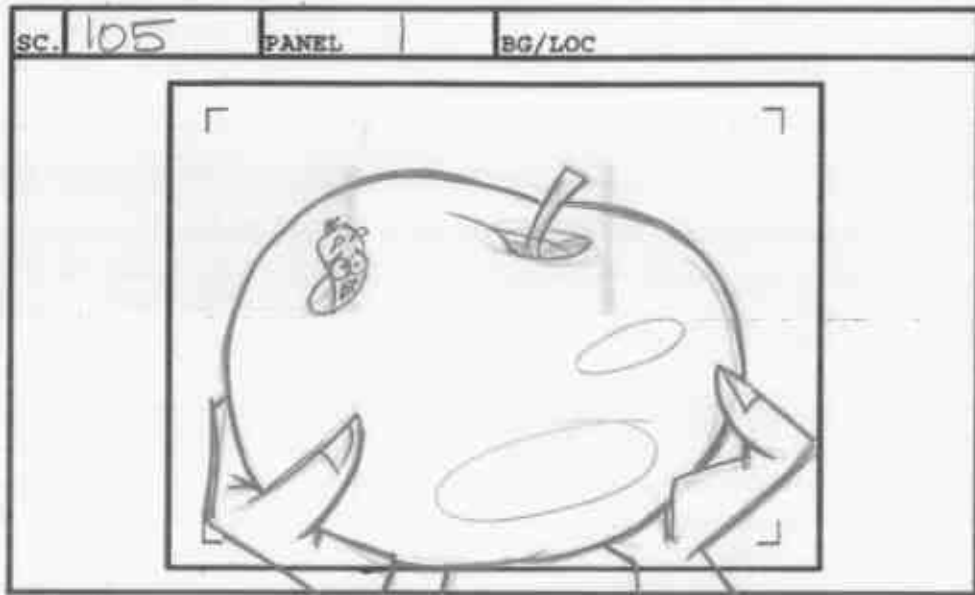
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie



ACTION

CLOSER ON APPLE THE LARVA TRIES TO WARN SNOW

DIAL

(S) LARVA: (URGENT)

DON'T BELIEVE YOUR EYES ..

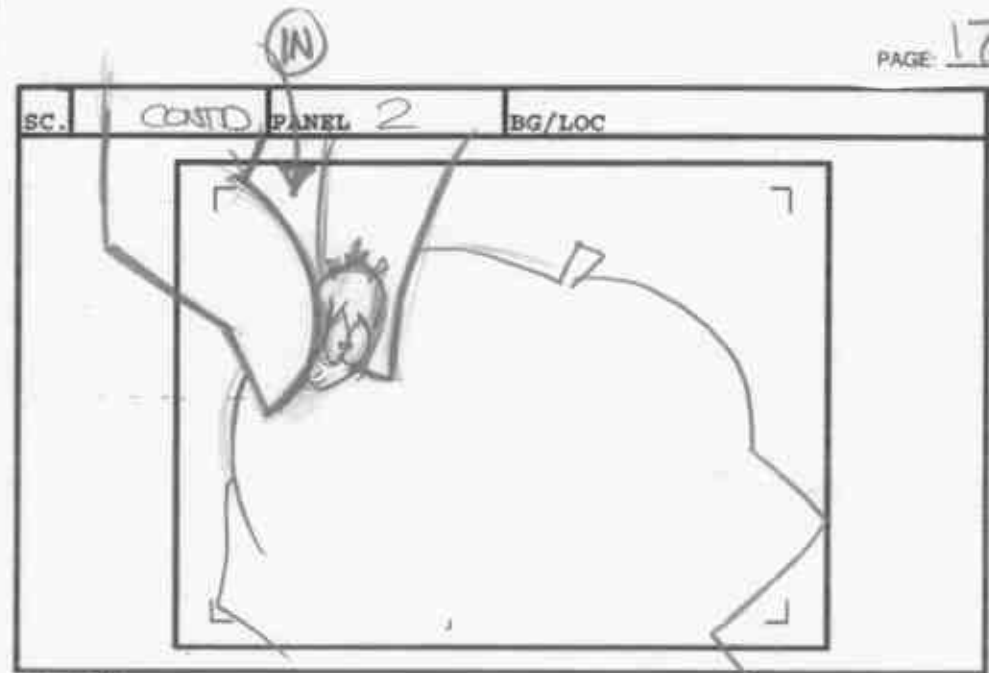
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES



ACTION

THE HAG REACHS IN AND

DIAL

(SA) EVIL QUEEN:

GROSSNESS !!

FX:

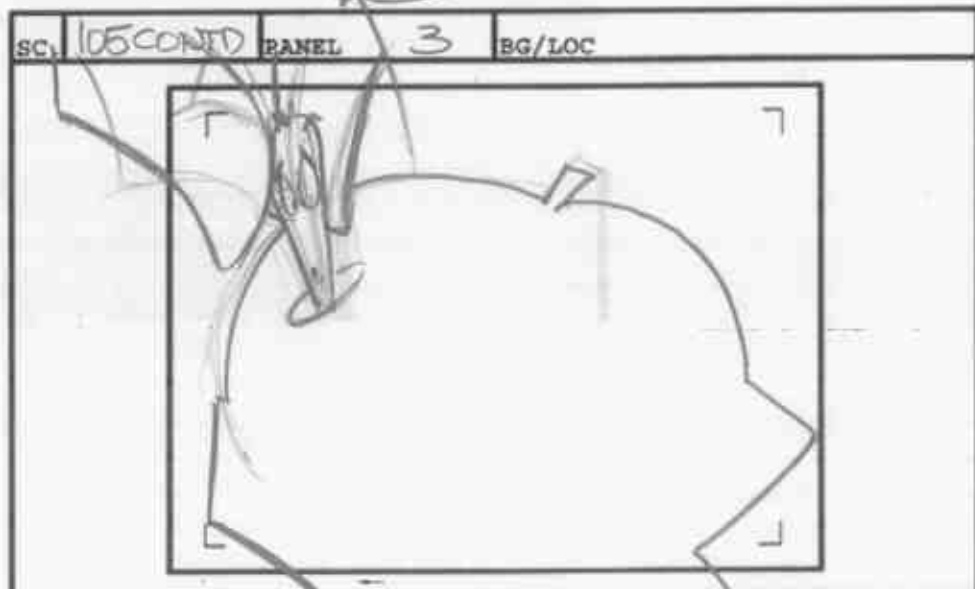
SFX:

DIRECTOR'S NOTES

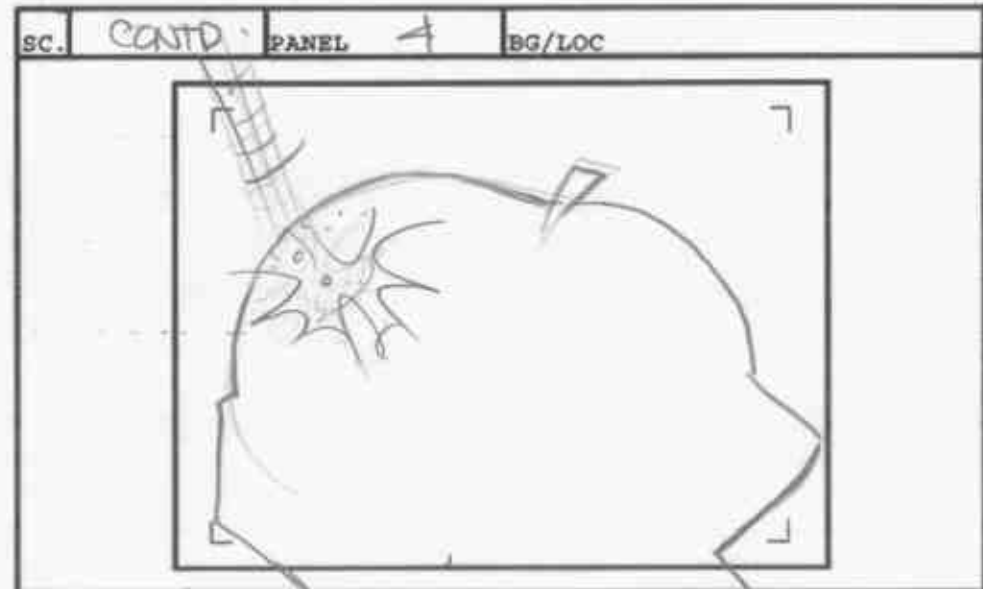
FINAL

PROD #

SLUG NOTES



ACTION



ACTION

"SNAP"

DIAL  
 54 EVIL QUEEN: OS (CONTD) -  
 ONE OF THE...

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
 PROD #



ACTION  
WIDE ON SNOW BLACK & THE HAG

DIAL (54) EVIL QUEEN: (CONTD)

.. PROBLEMS ..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION  
THE HAG FLICKS LARVA OUT

DIAL (54) EVIL QUEEN: (CONTD)

.. WITH

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

ALL SWEETNESS SHE TURNS BACK TO SNOW BLACK

DIAL

EVIL QUEEN (CONTD)

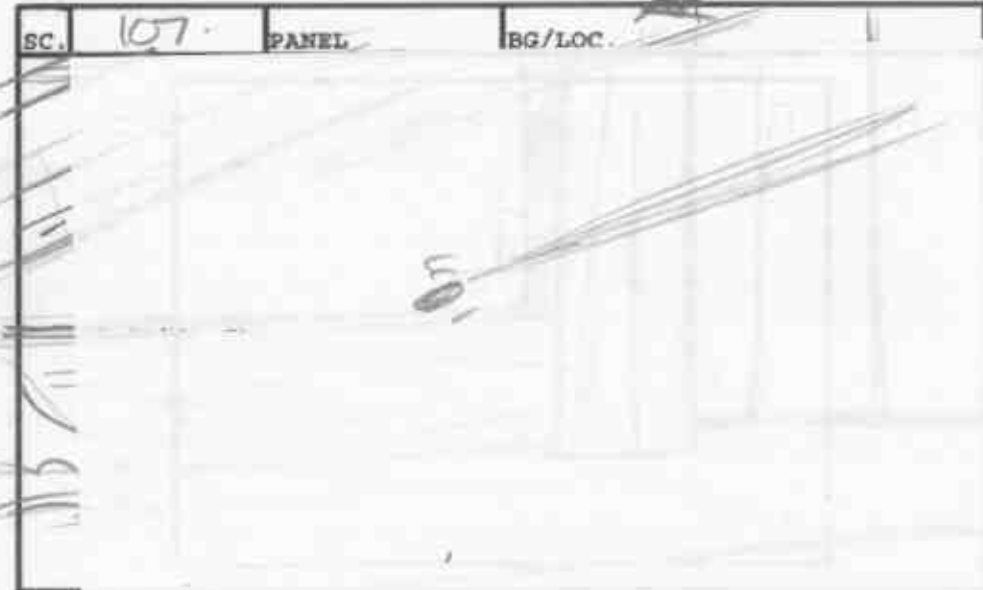
.. ORGANIC FARMING ..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

ANGLE ON WITH NEAR LOOK THE LARNA ROCKETS IN

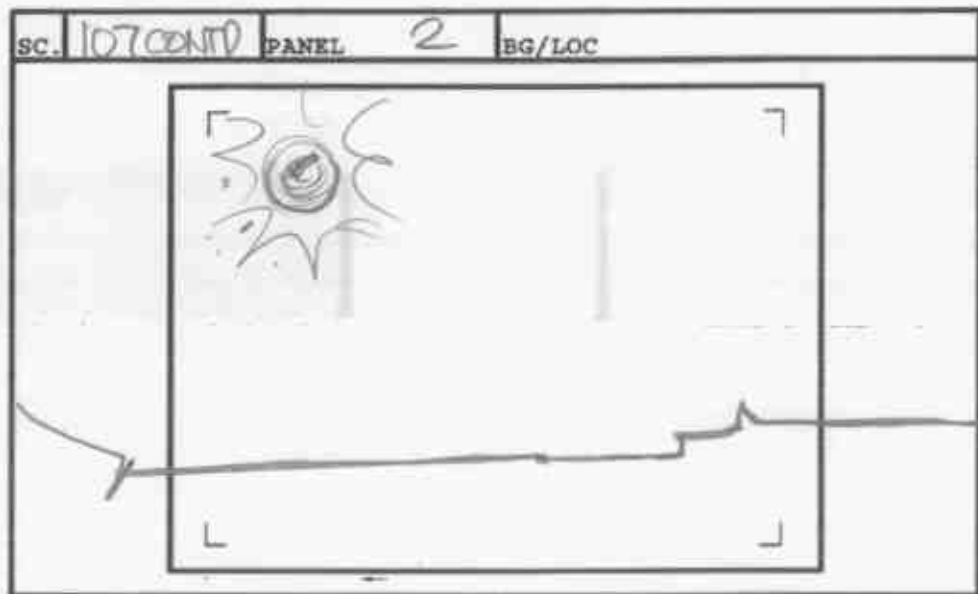
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



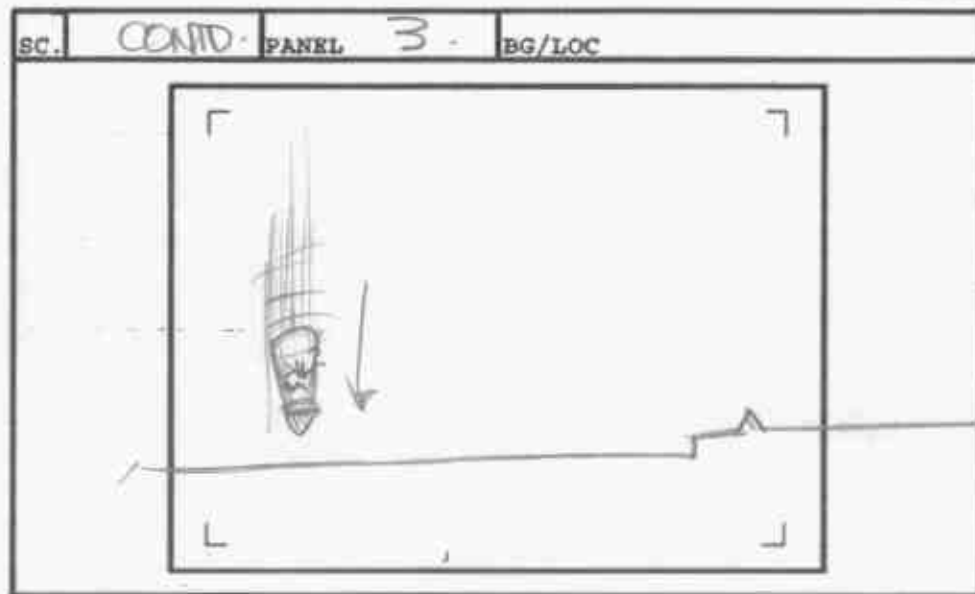
ACTION  
HE SMACKS INTO THE WALL

DIAL  
SFX: (SPLAT!)

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
HE SLIDES DOWN THE WALL

DIAL

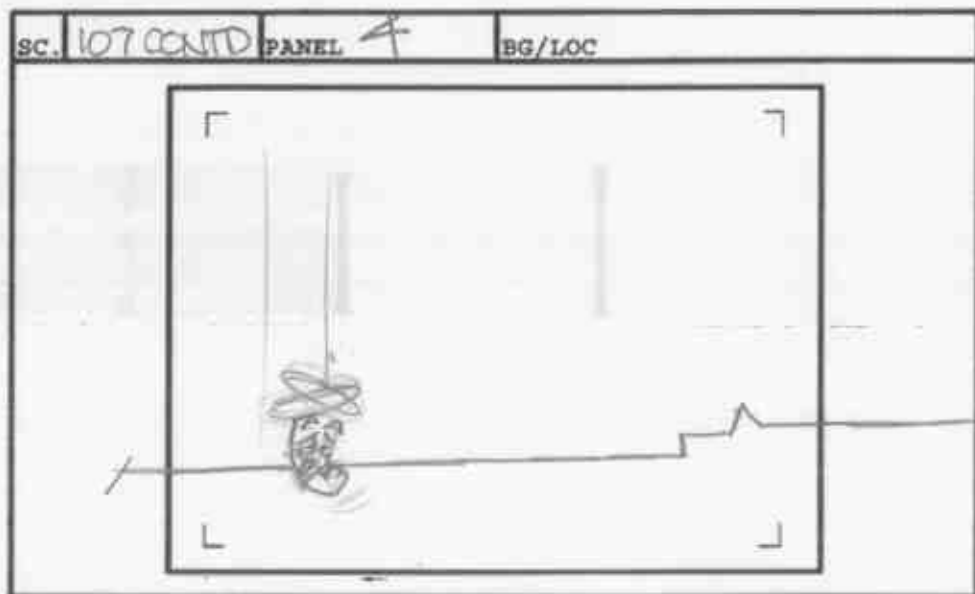
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

HE PAINFULLY TRIES TO WARN SNOW.

DIAL (53) LARNA: (IN PAIN/HOARSE)

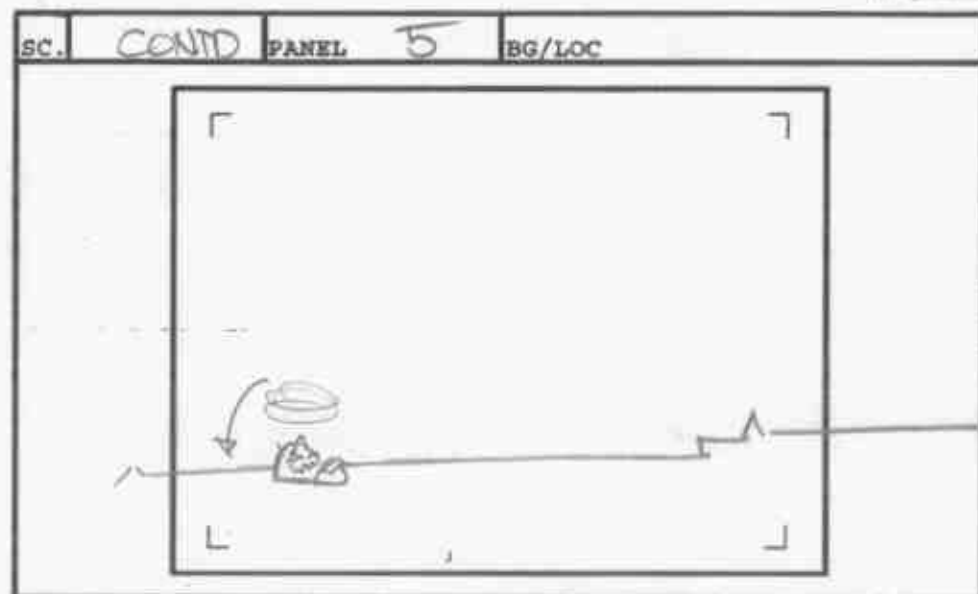
UGH... ITS THE EVIL QUEEN IN DISGUISE

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

HE PASSES OUT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION  
WIDE ON THE HAG & SNOW BLACK.  
THE HAG TAKES THE APPLE FROM SNOW.

DIAL  
(54) EVIL QUEEN:

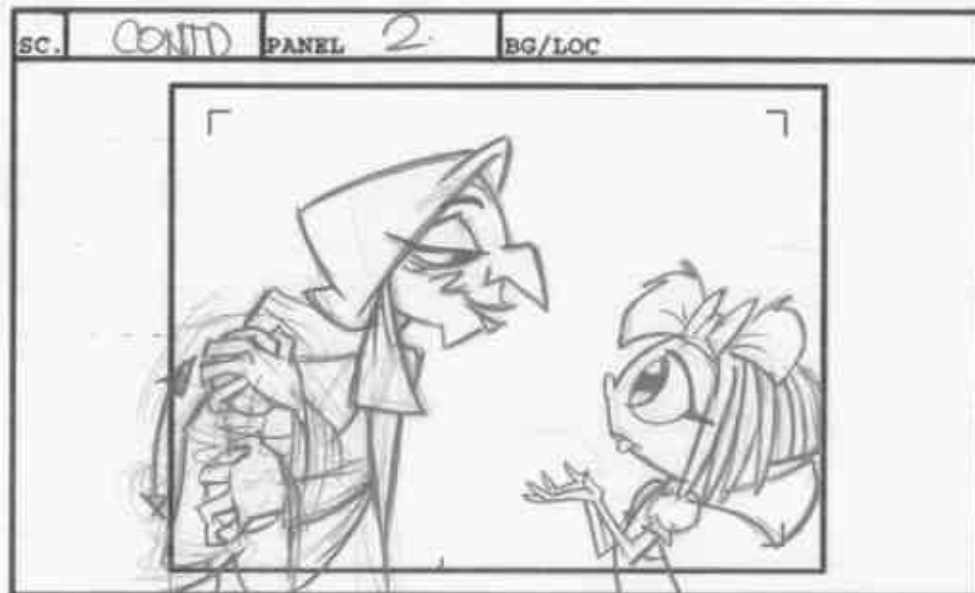
AHHHEM.. UM, YOU KNOW, LIKE HARD TO ..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL  
(54) EVIL QUEEN: (CONTD)

..GET RID OF ALL THOSE NASTY  
LITTLE PESTS AND STUFF. SICK!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

THE HAG PLACES THE SHINY APPLE BACK INTO SNOW BLACK'S HANDS.

DIAL (56) EVIL QUEEN: (CONTD)

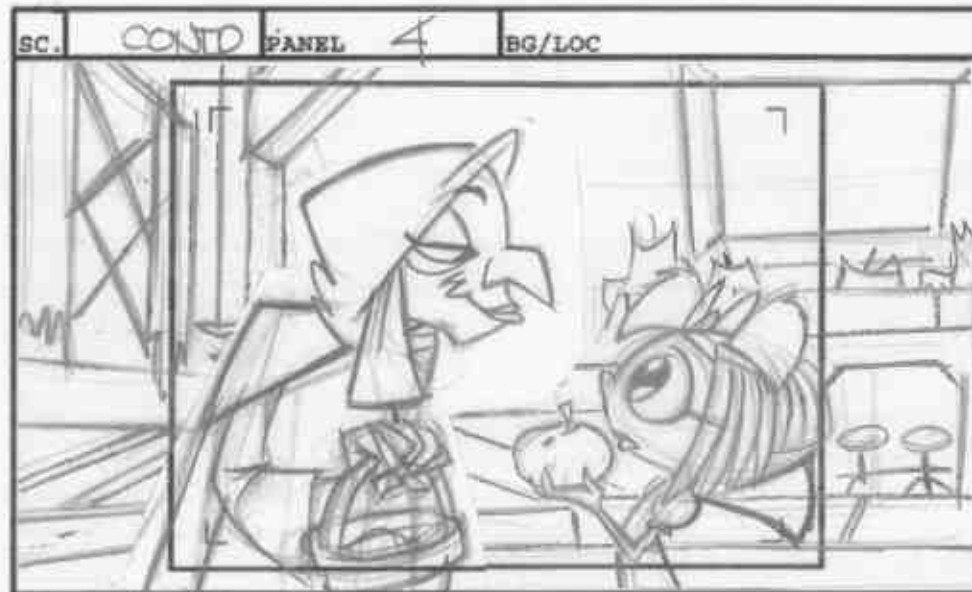
GO ON THEN, A LITTLE YUMMY FOR THE TUMMY.

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

(HOLD A BEAT)

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

THE HAG'S SMILE FADES

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

(56) EVIL QUEEN: (NORMAL CARLA)  
EAT IT ALREADY!!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

HU



ACTION  
CLOSE ON SNOW BLACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
SHE LOOKS AT THE APPLE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

growing  
up  
creepie



ACTION

SHE TAKES A..

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

.. BITE!

DIAL SFX: (SMALL CRUNCH)

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #



ACTION

SNOW TURNS TO CAMERA

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

HER EYES SHRINK & CROSS

DIAL

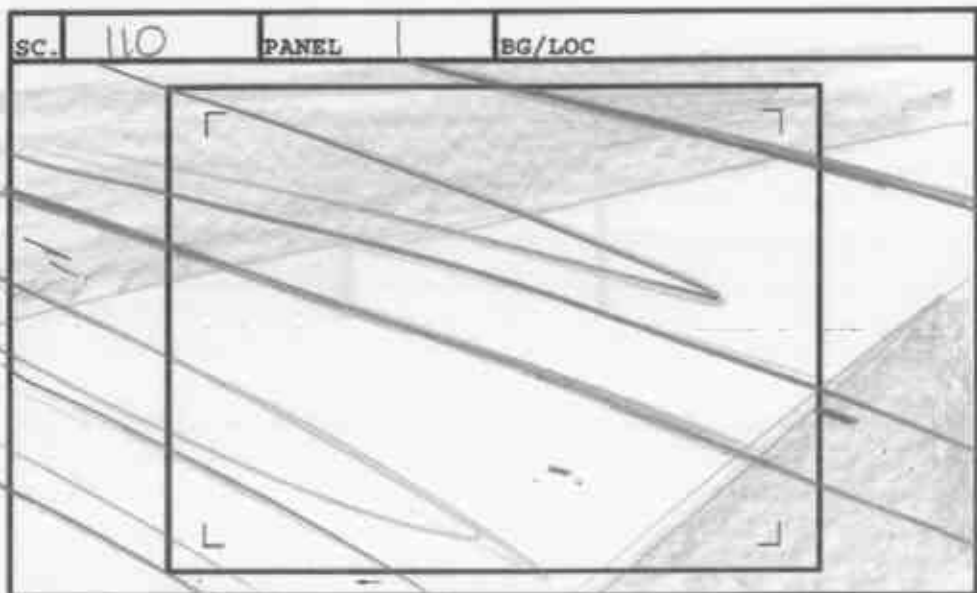
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

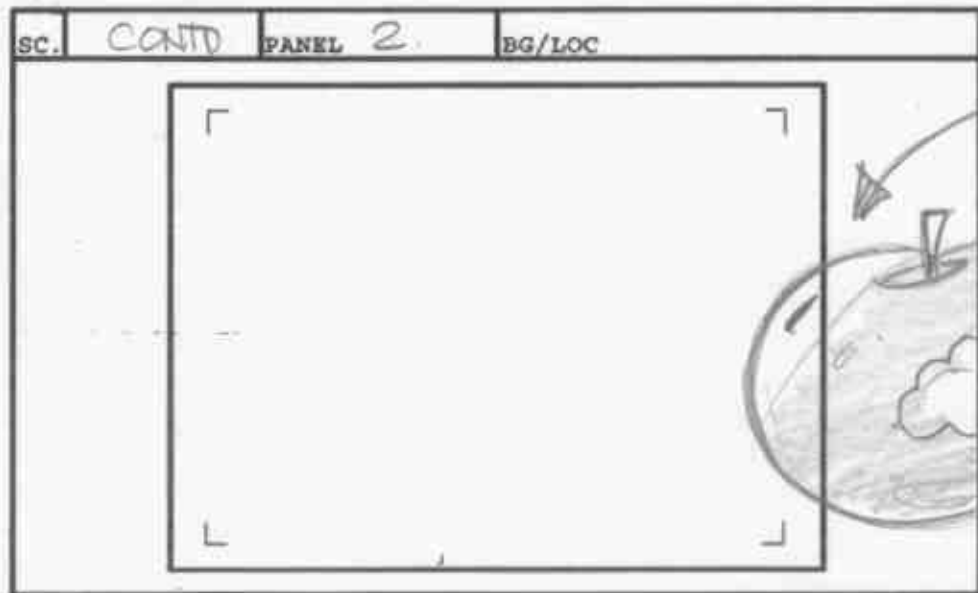


ACTION  
CLOSE ON WOODEN FLOOR  
AS WE HEAR SOMEONE COLLAPSE

DIAL  
SFX: <BODY FALLING>

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



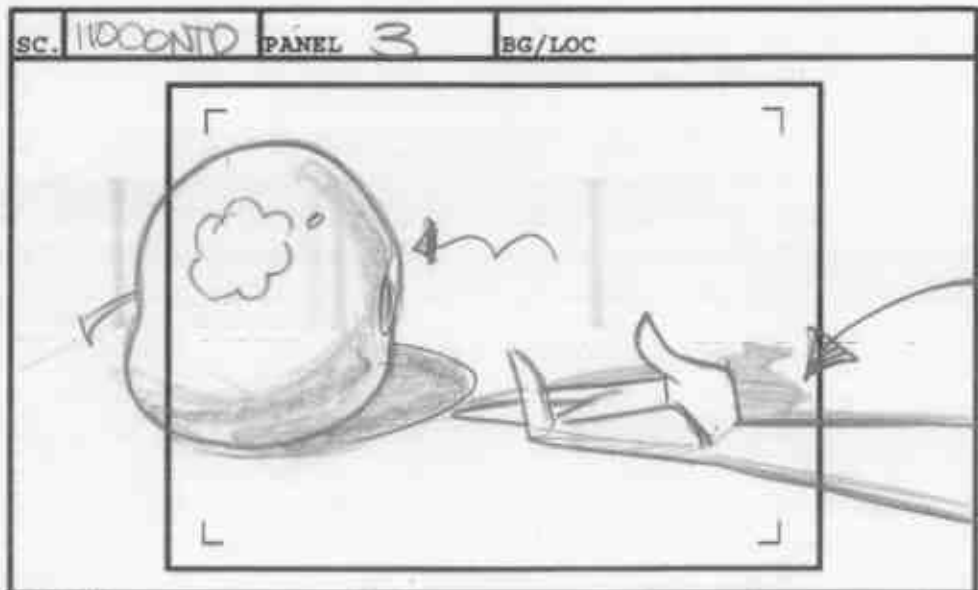
ACTION  
THE POISONED APPLE ROLLS IN

DIAL

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
 PROD #



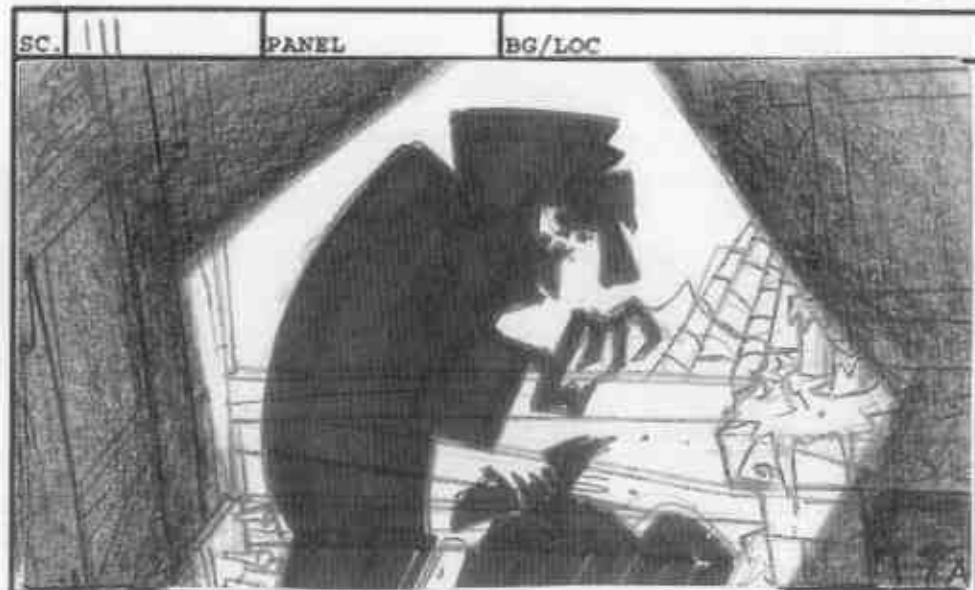
ACTION  
THE APPLE STOPS ROLLING AS SNOW'S  
HAND FALLS INTO SCENE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
ANGLE ON SHADOWS ON WALL  
INT. RUNDOWN COTTAGE

DIAL

(57) EVIL QUEEN:

<CACKLES>

FX:  
SFX:

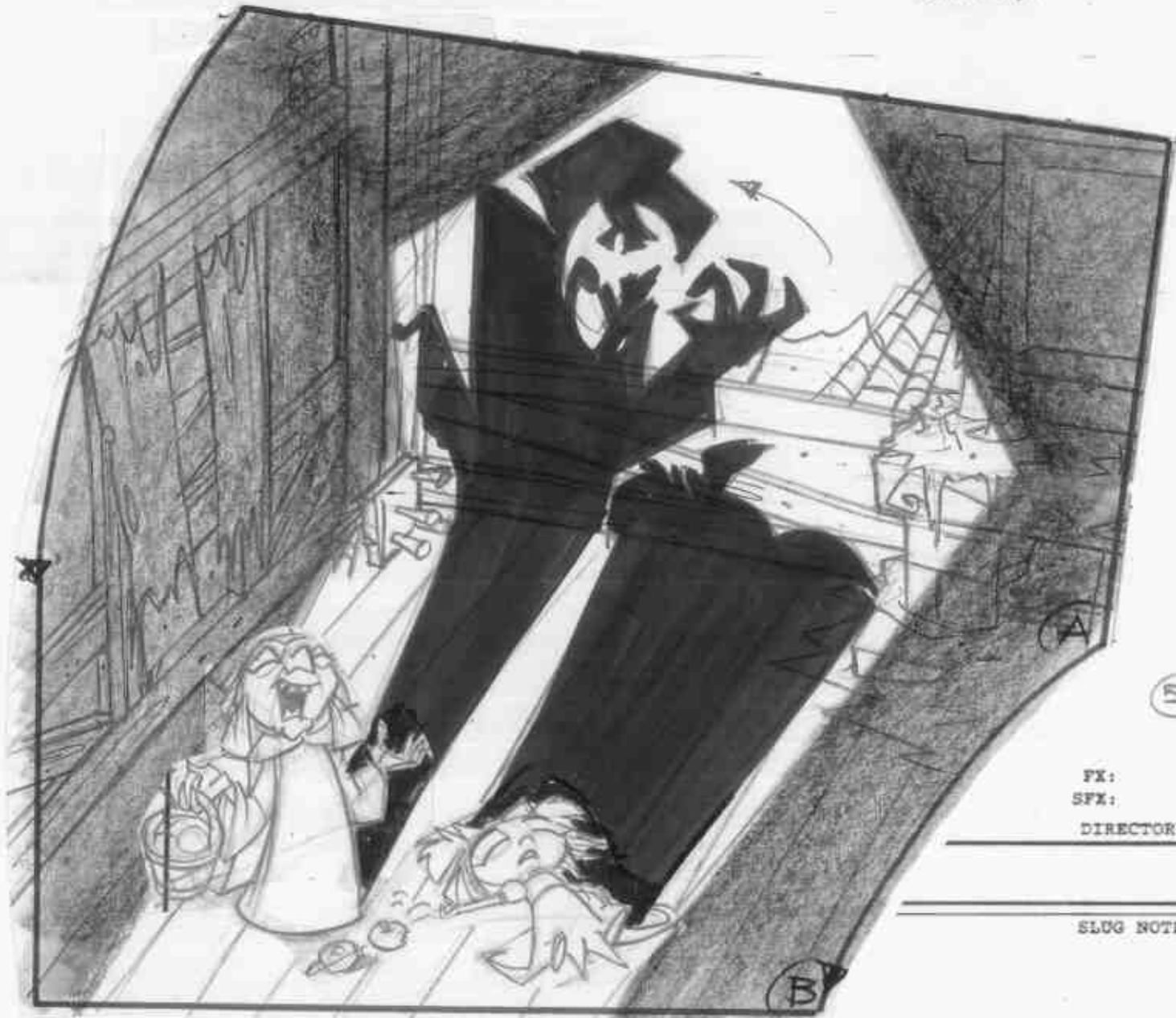
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ROTATE IN (A) -> (B)

(57) EVIL QUEEN: (CONTD)

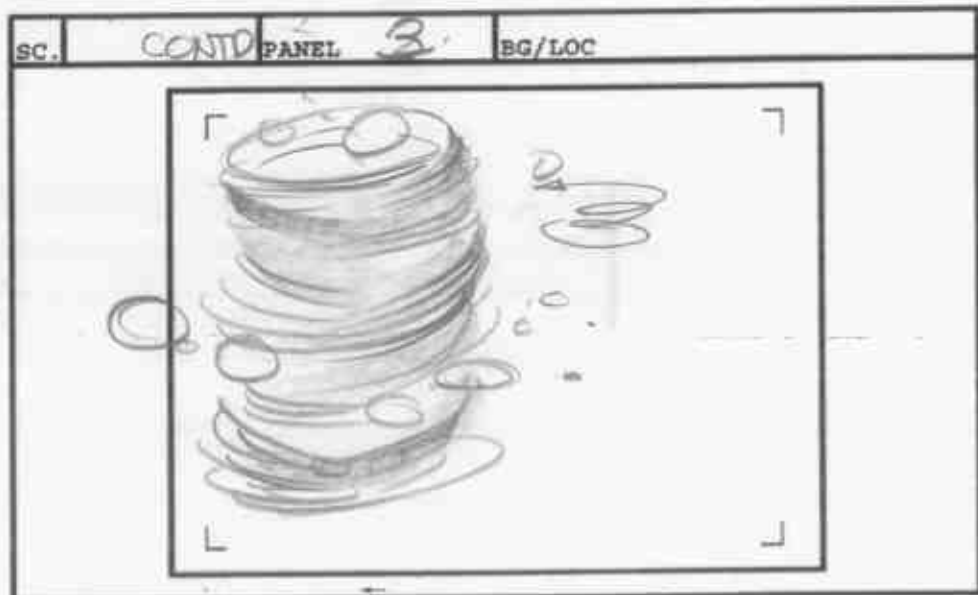
<CACKLES> →

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
THE HAG SPIN/TRANSFORMS BACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION  
TO HER OLD SELF.

DIAL (58) EVIL QUEEN:

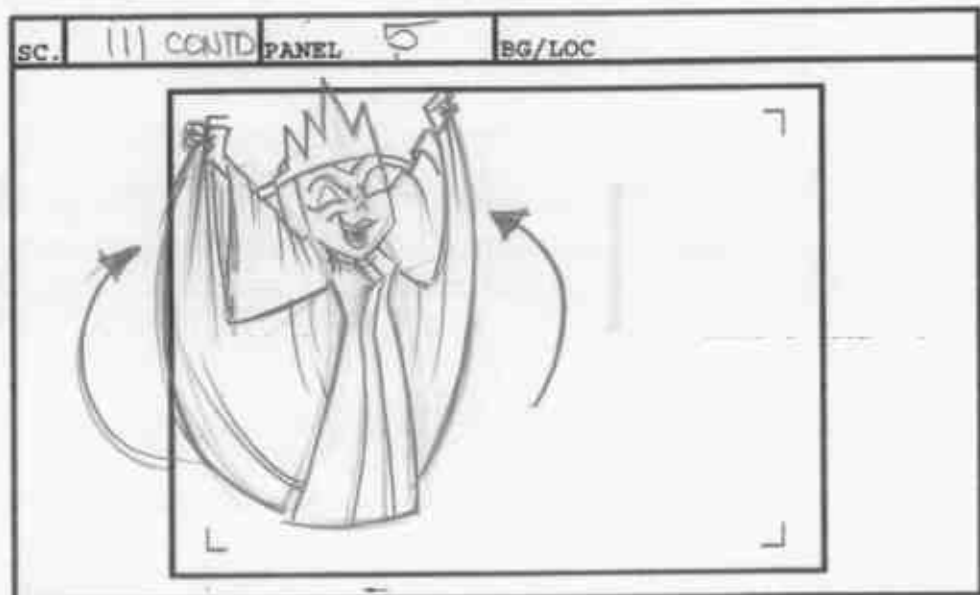
LOOKS LIKE I'M BACK  
ON TOP.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
E.Q. WHIPS HER ARMS UP DRAMATICALLY.

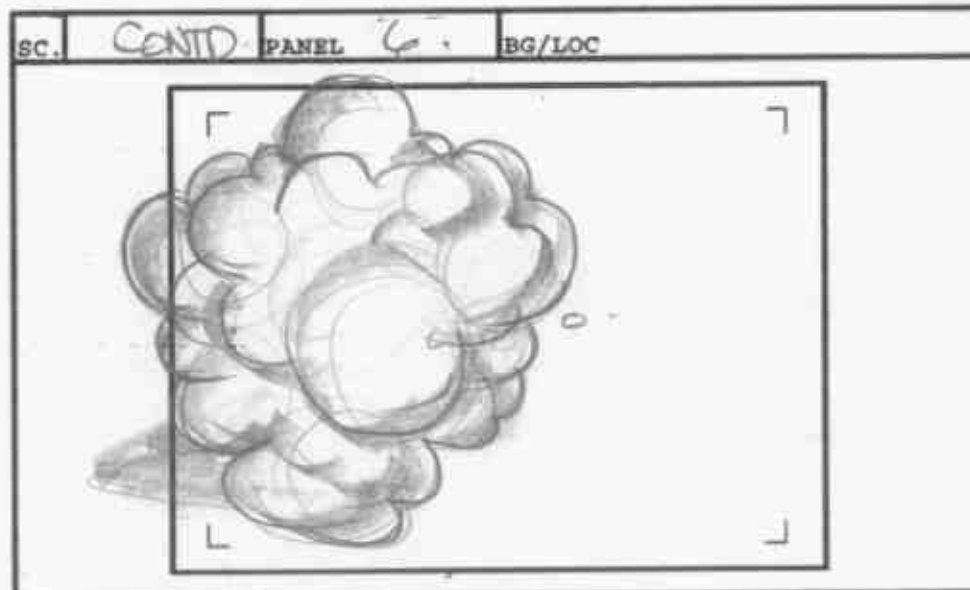
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION  
"POOF!" E.Q. POOFS OUT OF SCENE IN A CLOUD OF GREEN SMOKE

DIAL

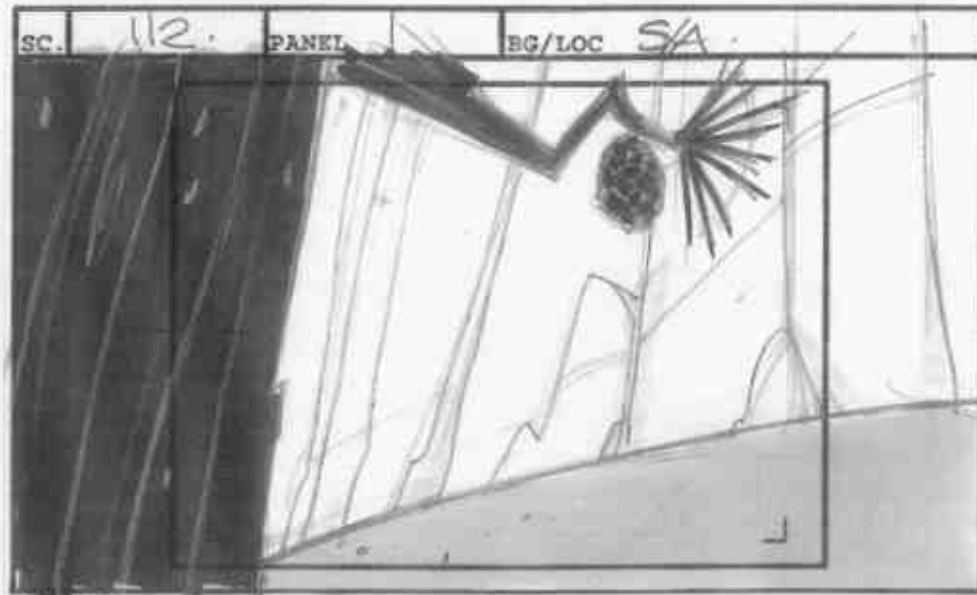
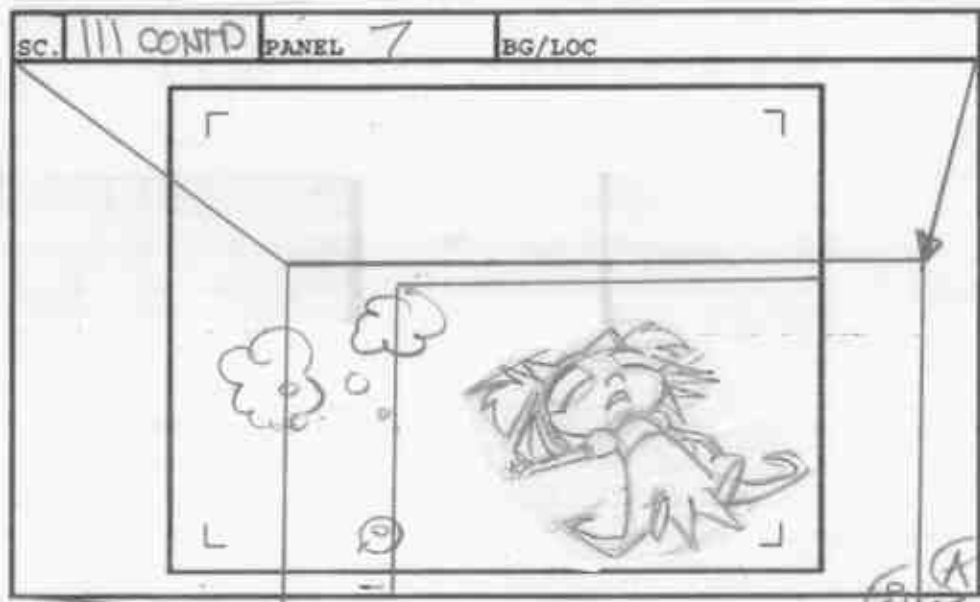
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
the  
creepie



ACTION  
TRUCK IN ON SNOW BLACK (A) - (B)  
(X-DISS DURING TRUCK IN)

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

ACTION

ANGLE ON CLIFF WALL NEAR THE  
RUNDOWN COTTAGE - EVENING

DIAL

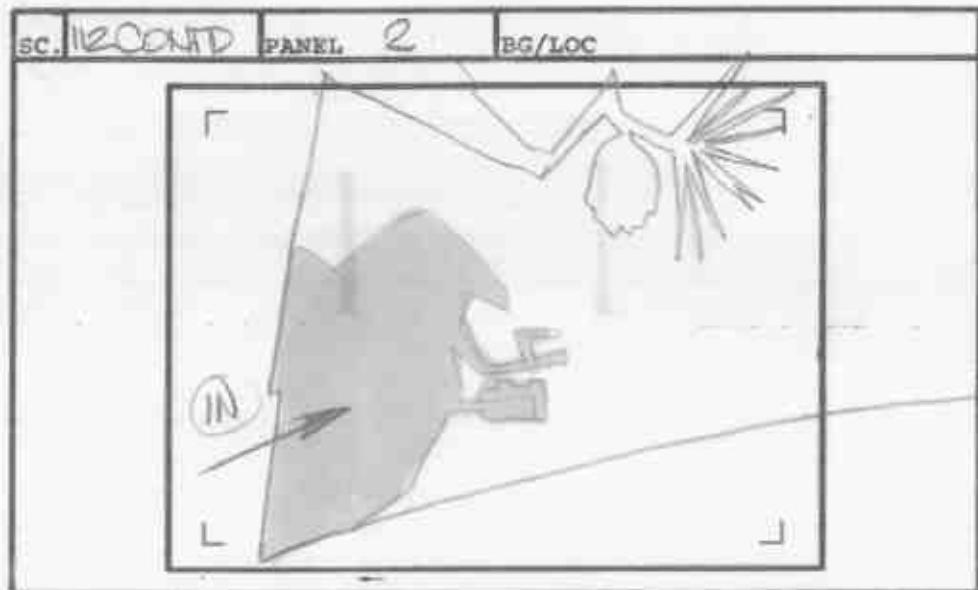
(33) FOUR BEETLES: (OS)  
(SINGING)  
WORK IS DONE.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
A SHADOW SLIDES IN

DIAL (33) 4 BEETLES: (CONTD)

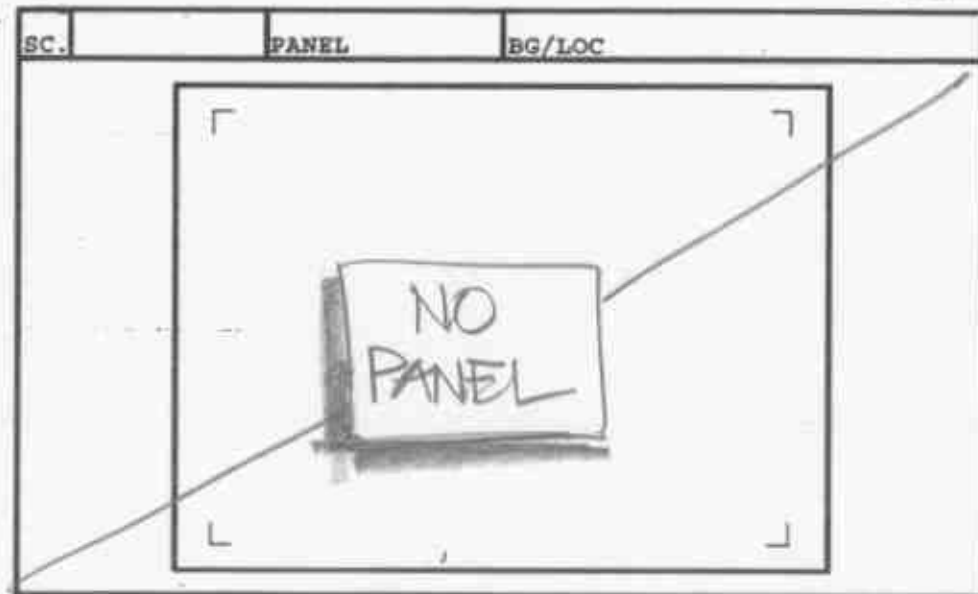
.. OH YEAH!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

\* SCENE CONTD ON NEXT PAGE

DIAL

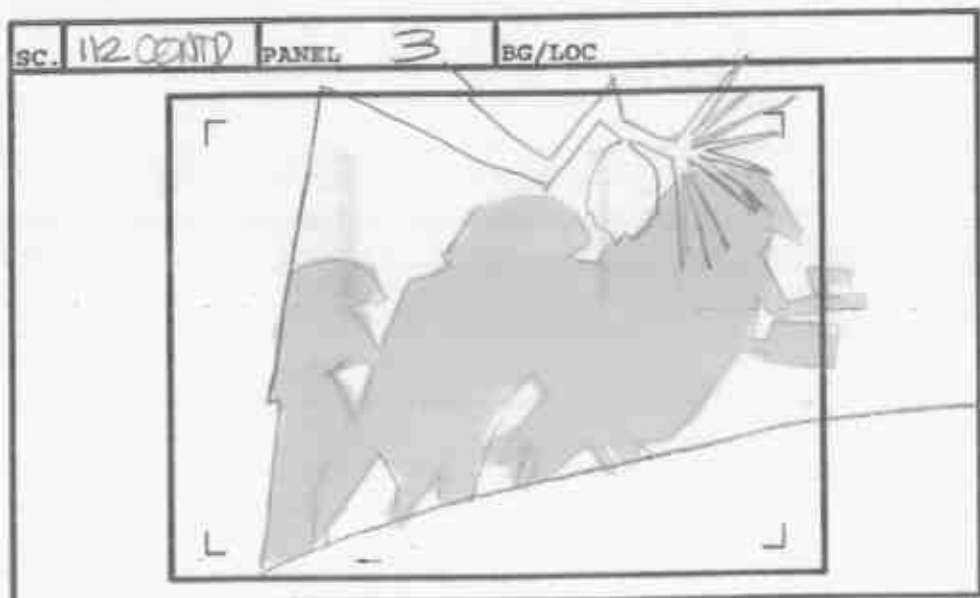
FX:  
SFX:

DIRECTOR'S NOTES

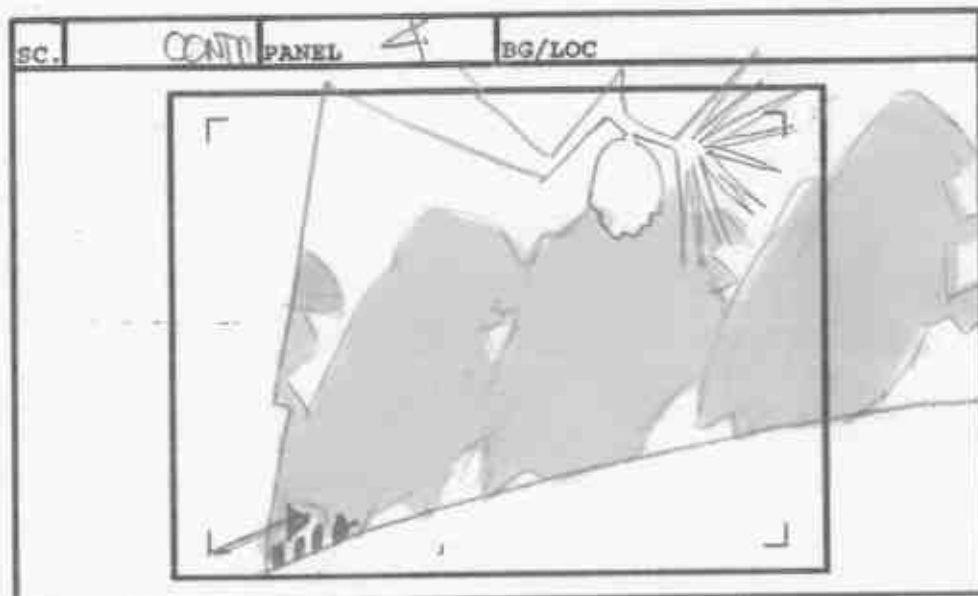
SLUG NOTES

FINAL  
PROD #

growing  
UP  
creepie



ACTION



ACTION

FOUR TINY SHAPES ENTER SCENE

DIAL (33) 4 BEETLES: (CONTD)  
.. TIME FOR FUN, ..

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

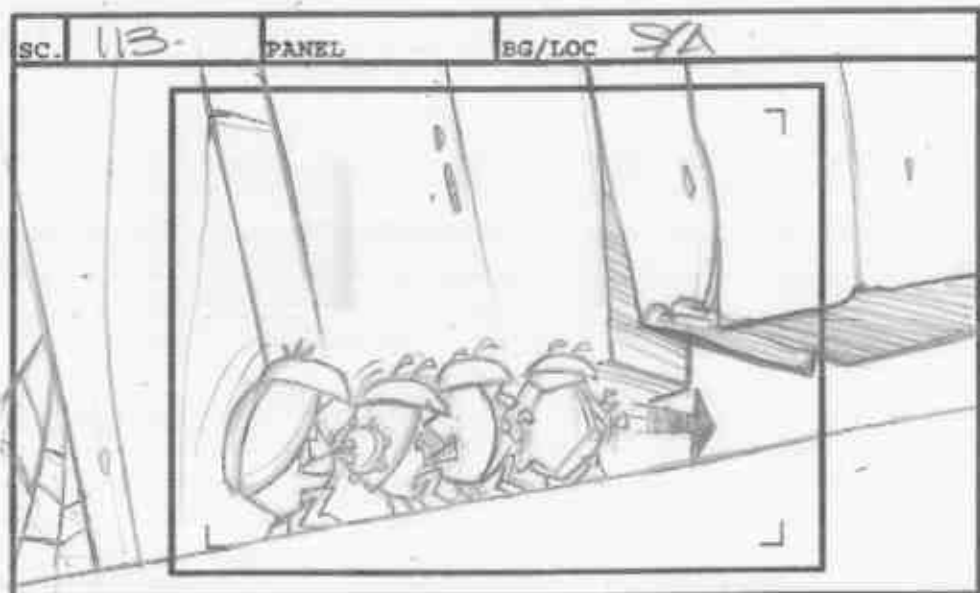
DIAL (33) 4 BEETLES: (CONTD)  
.. OH YEAH!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL
PROD #



**ACTION**  
EXT. RUNDOWN COTTAGE - CLOSE ON  
FRONT DOOR. THE SINGING BEETLES  
WALK UNDER IT. (EVENING)

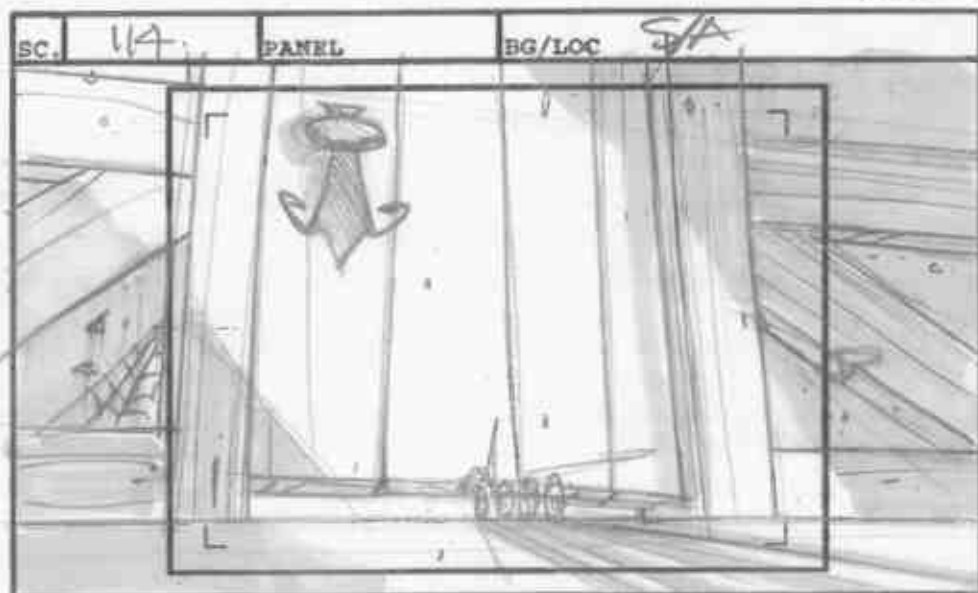
**DIAL**  
▲ FOUR BEETLES:

< SINGING >

**FX:**  
**SPX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**



**ACTION**  
INT RUNDOWN COTTAGE - THE BEETLES  
(CASTING LONG SHADOWS), WALK IN (EVENING)

**DIAL** ▲ FOUR BEETLES (CONTD)

< SINGING >

(CUTS  
OFF)

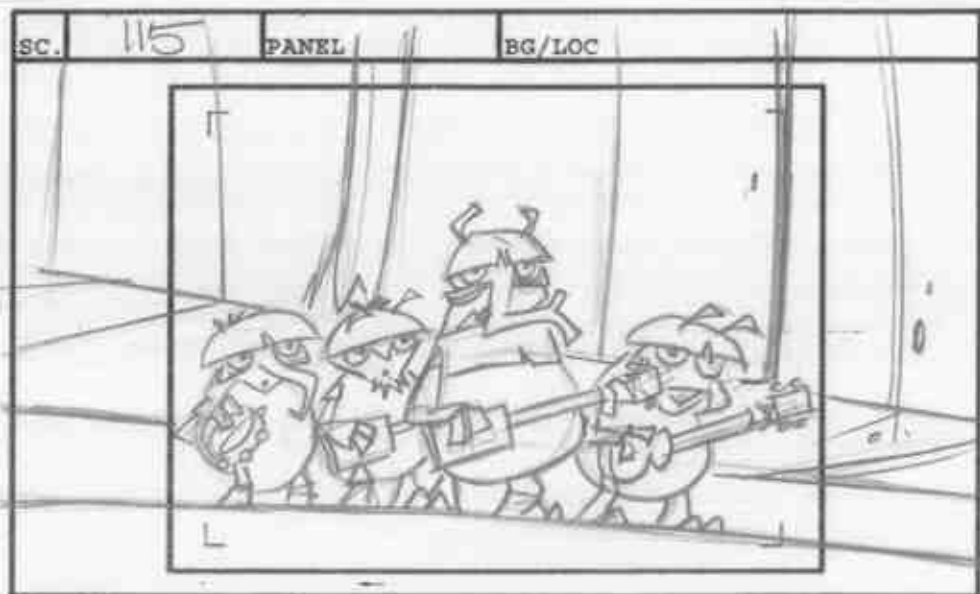
**FX:**  
**SPX:**

**DIRECTOR'S NOTES**

FINAL

PROD #

**SLUG NOTES**



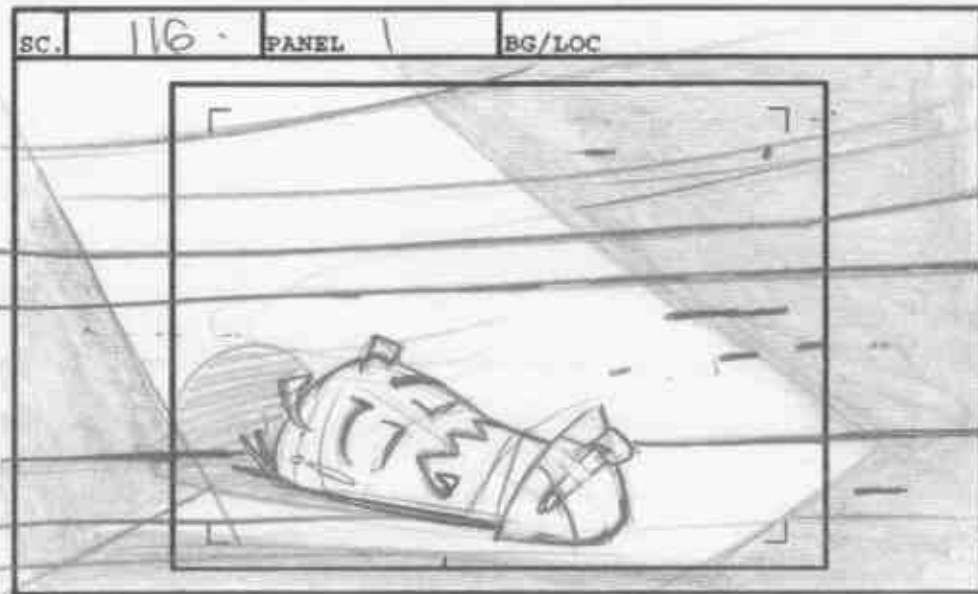
ACTION  
INT. RUNDOWN COTTAGE.  
CLOSE ON STUNNED BEETLES.

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
CLOSE ON THE SEMI-CONSCIOUS  
LARVA.

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #





ACTION

THE LARVA WEAKLY LIFTS HIMSELF

DIAL

59 LARVA:

I TRIED TO WARN HER...

FX: BUT GOT THROWN IN THE CORNER..

SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

HE BREAKS DOWN

DIAL

59 LARVA:

CRYS

FX:

SPX:

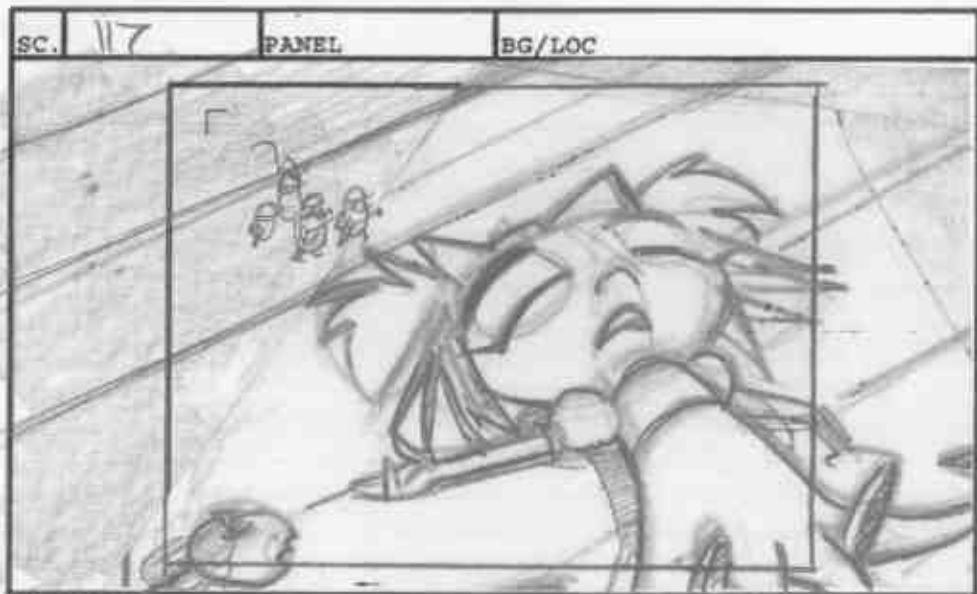
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #

growing  
up  
the  
creepie



ACTION  
WIDE ON AN UNMOVING SNOW BLACK  
(\* HER CHEST MOVES UP & DOWN ) THE  
BEETLES MOVE TOWARDS HER.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
ANGLE ON A SLEEPING SNOW. SHE'S  
SURROUNDED BY LOTS OF SPEAKERS

DIAL

▲ SNOW BLACK :

< SNORING >

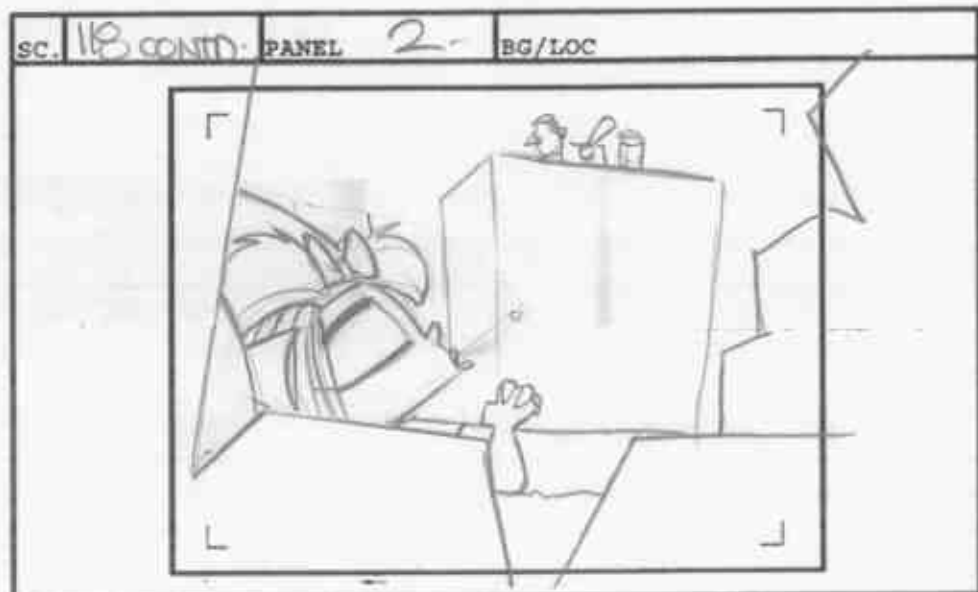
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



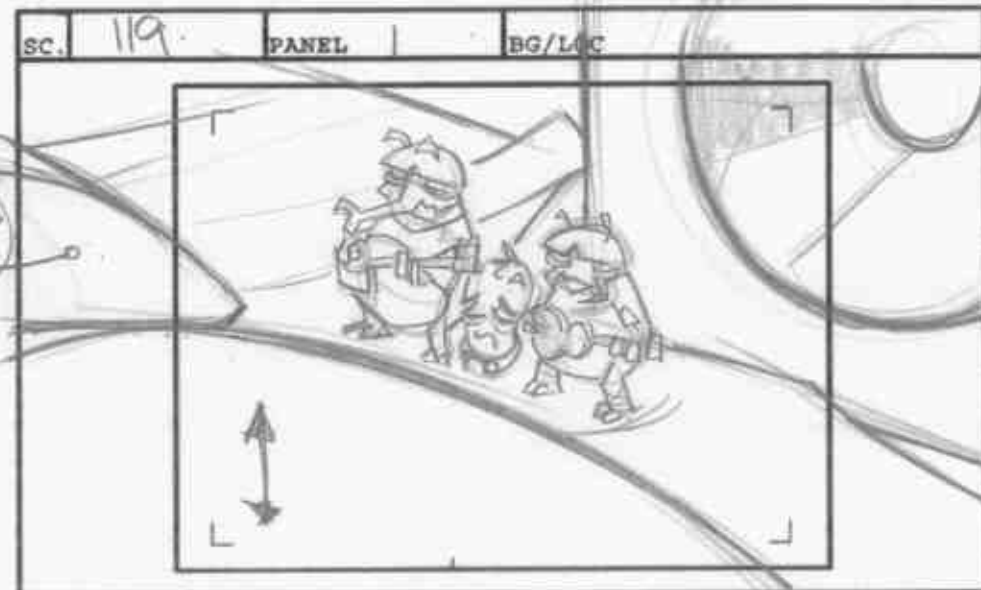
ACTION

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSER ON BED ANGLE ON GOLIATH AND  
CLOWN BEETLE. MOTH LARVA STANDS SADLY  
BETWEEN THEM.

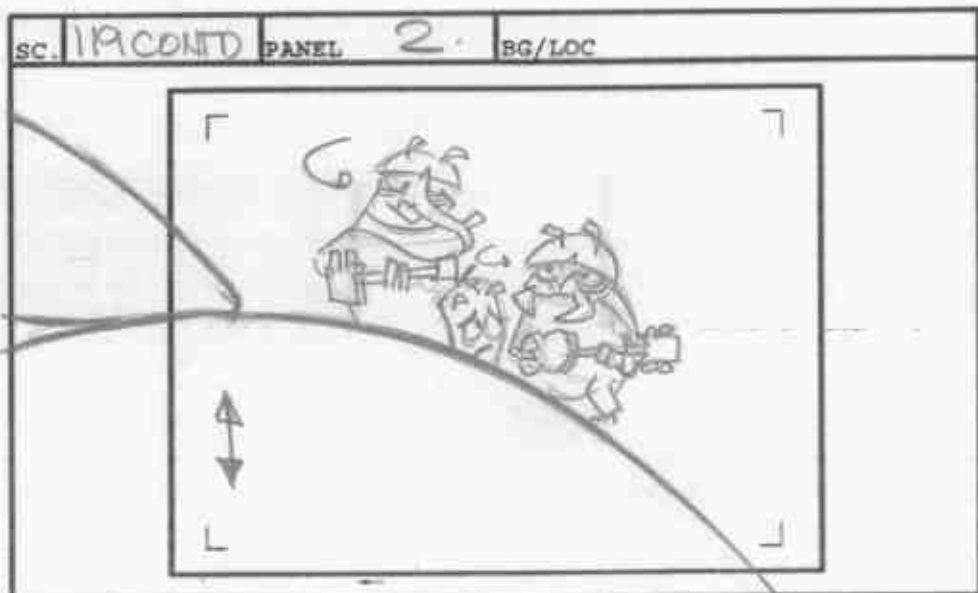
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



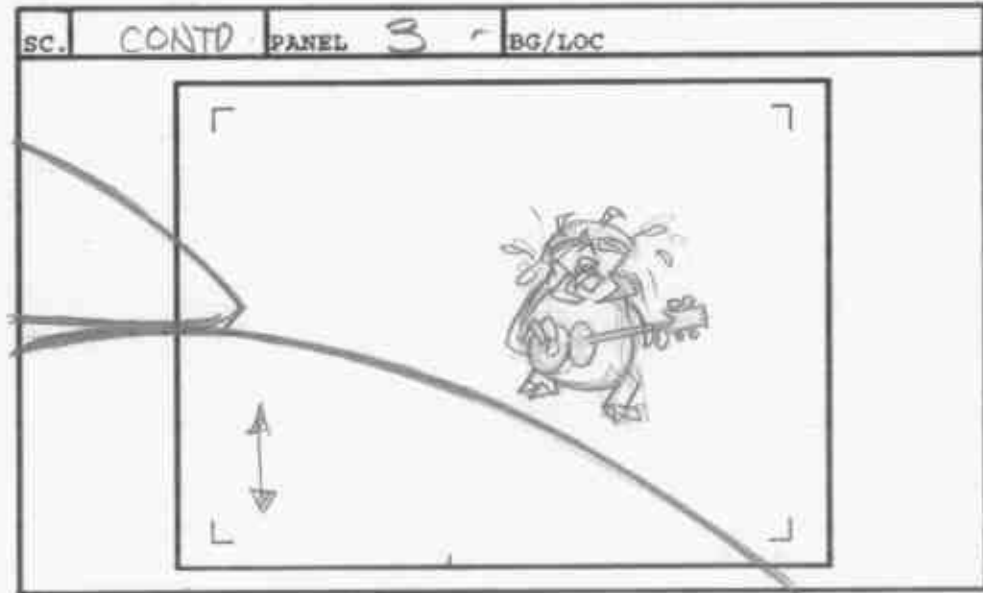
ACTION  
CLOWN BEETLE BEGINS TO SNIFFLE  
GOLIATH & LARVA LOOK AT HIM

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
CLOWN BURSTS OUT CRYING

DIAL  
(60) CLOWN BEETLE:

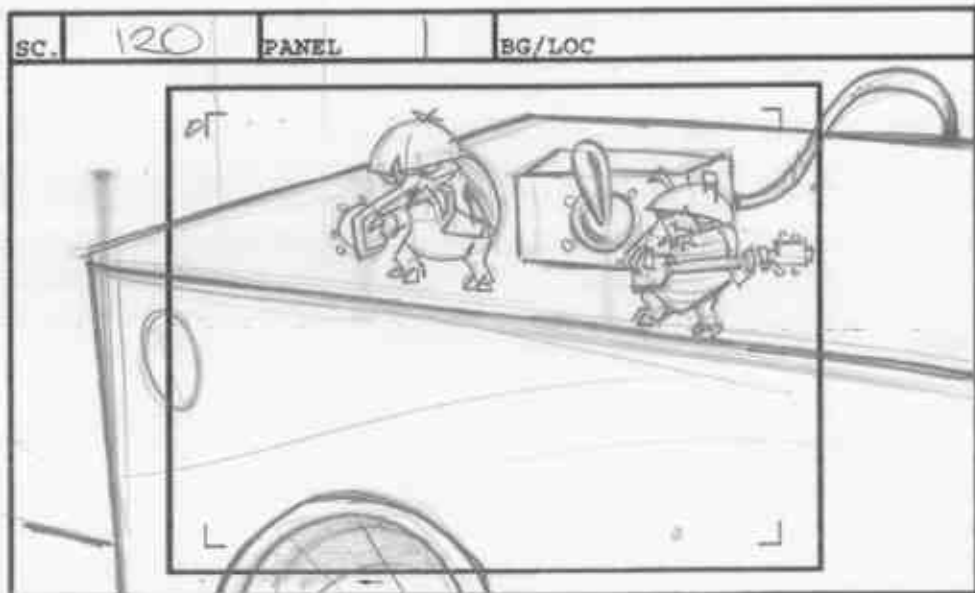
WAAAA!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

ANGLE ON MAIN SPEAKER NEEDLE NOSE SHOUTS DOWN AT CROWN (C). DUNG STANDS BY A TOGGLE SWITCH

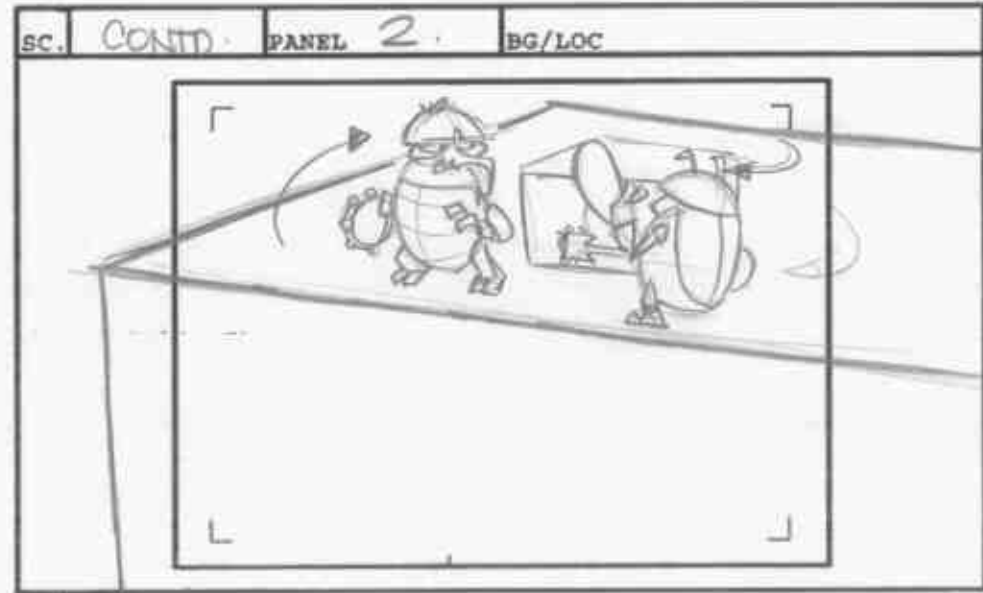
DIAL (61) NEEDLE NOSE:

QUIT YER BAWLING, MATE. THIS CALLS FOR DESPERATE MEASES.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DUNG TURNS TO THE SWITCH AS NEEDLE NOSE TURNS TO HIM.

DIAL (61) NEEDLE NOSE (CONTD)

DUNG BEETLE, CRANK UP THE VOLUME.

FX: IT'S TIME TO WAKE UP SNOW BLACK!

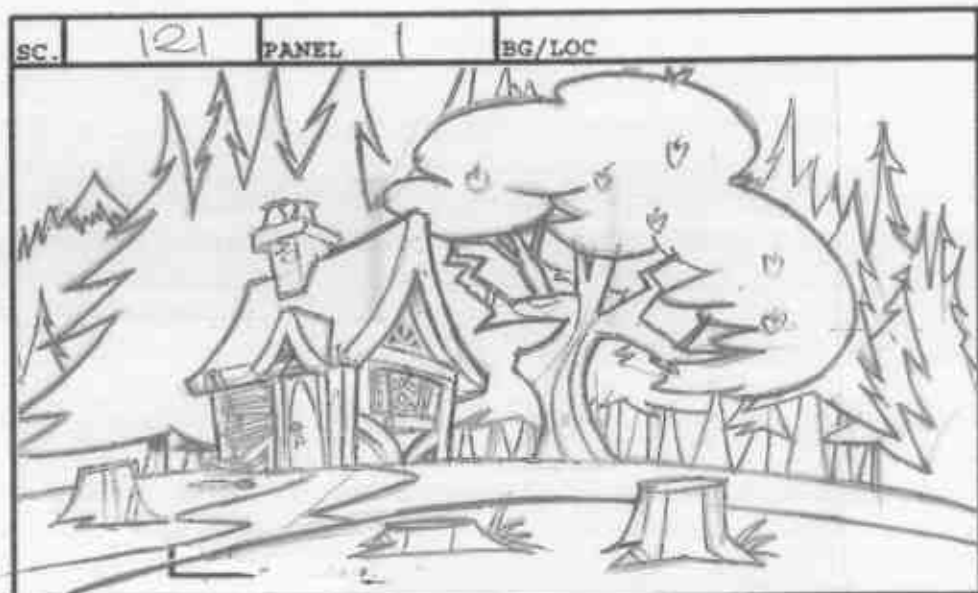
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



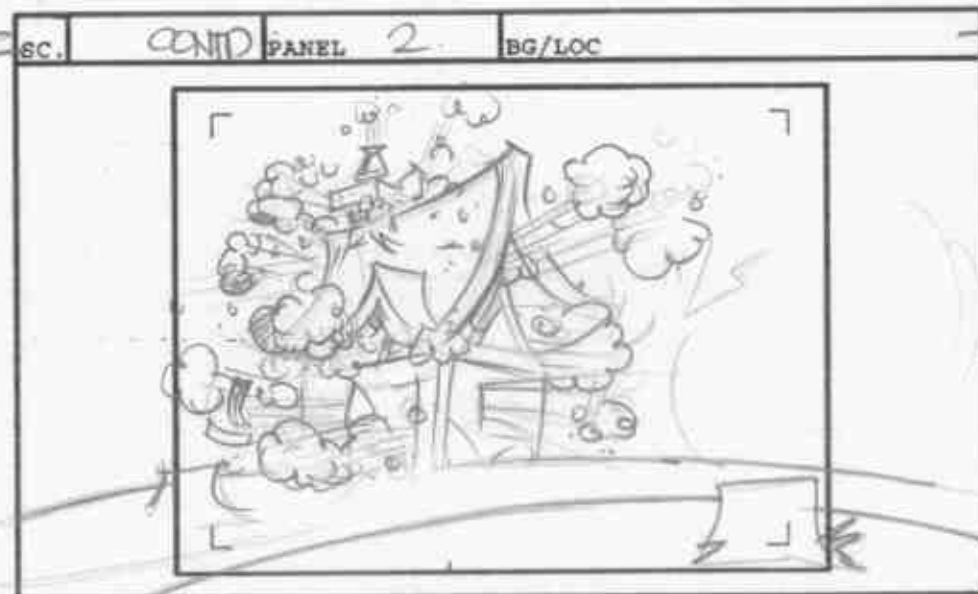
ACTION  
EXT. RUNDOWN COTTAGE ALL IS QUIET

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION (CAMERA SHAKE)  
SUDDENLY THE ROOF LIFTS UP - DUST  
FLY'S EVERYWHERE

DIAL

SFX: (GUITAR RIFF ~ FEEDBACK)

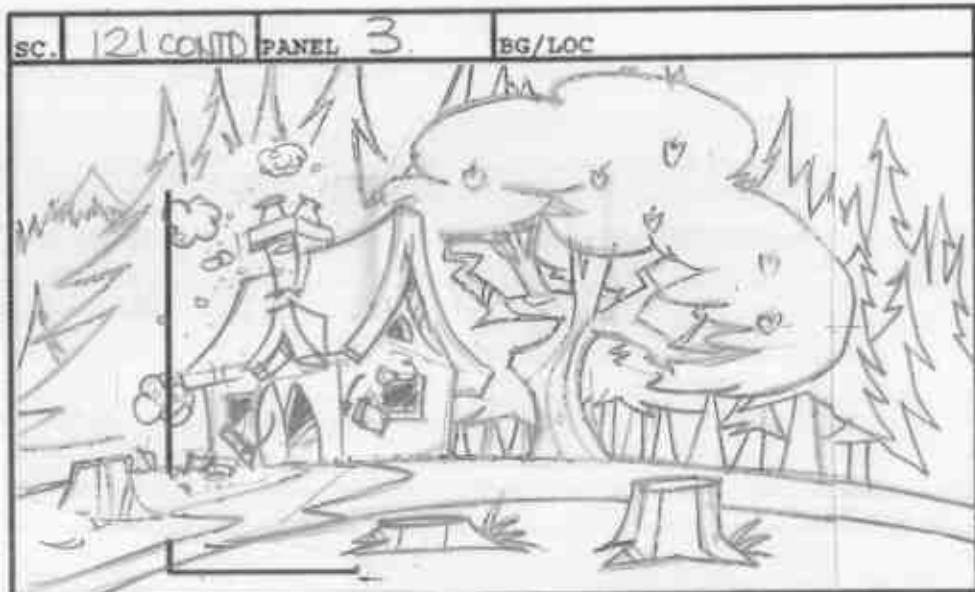
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
THE ROOF DROPS BACK DOWN IN PLACE. THE  
LAST PLANK IN THE WINDOW FALLS, THEN  
THE LAST SHUTTER.

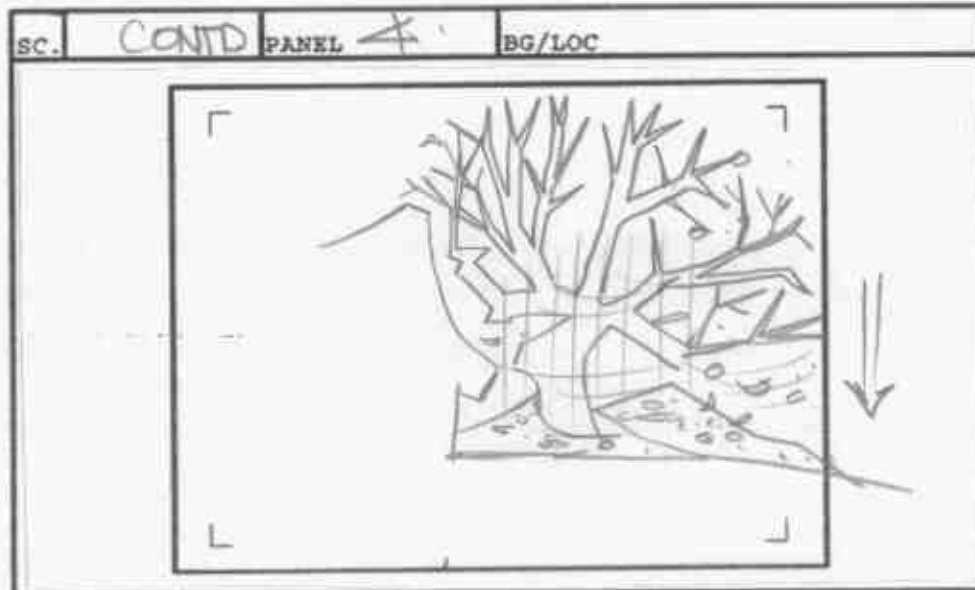
DIAL

FX:  
SPX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

<BEAT>  
THEN ALL THE LEAVES FROM  
THE APPLE TREE FALL OFF IN A  
CLUMP.

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

ANGLE ON SNOW BLACK, UNFAZED AND NOW SURROUNDED BY BROKEN SPEAKERS!!

DIAL

▲ SNOW BLACK:

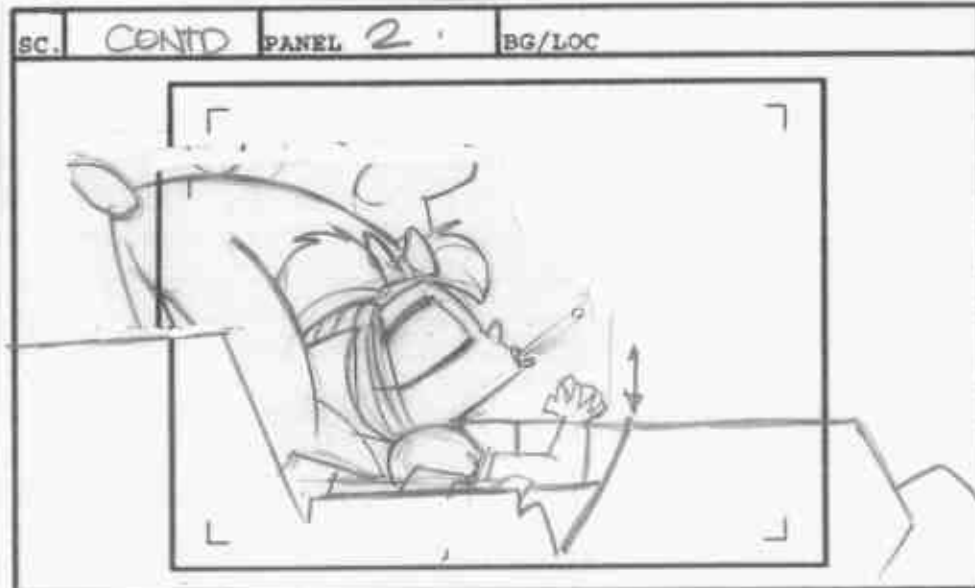
<SNORING>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL

FX:

SFX:

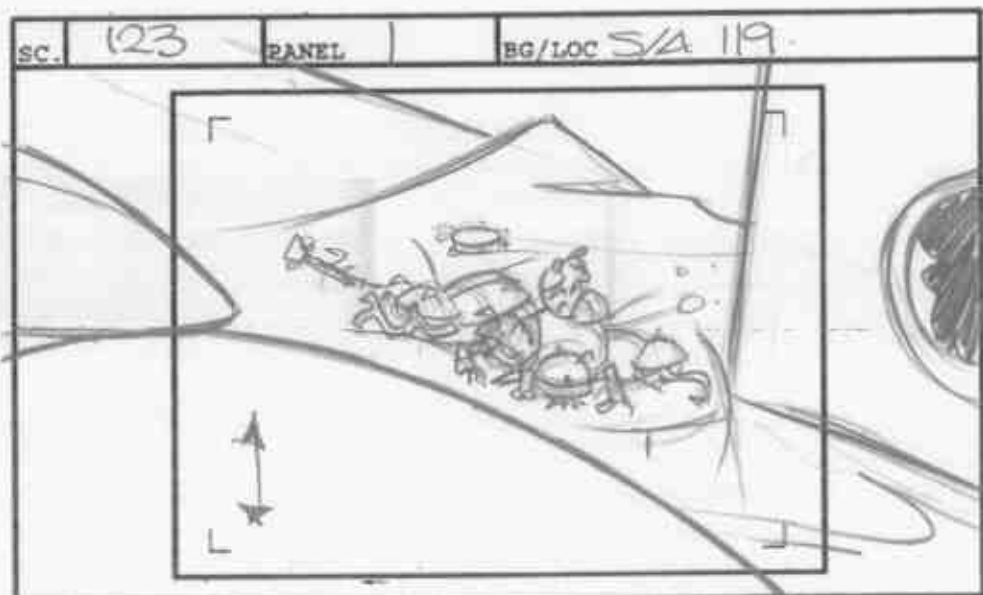
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



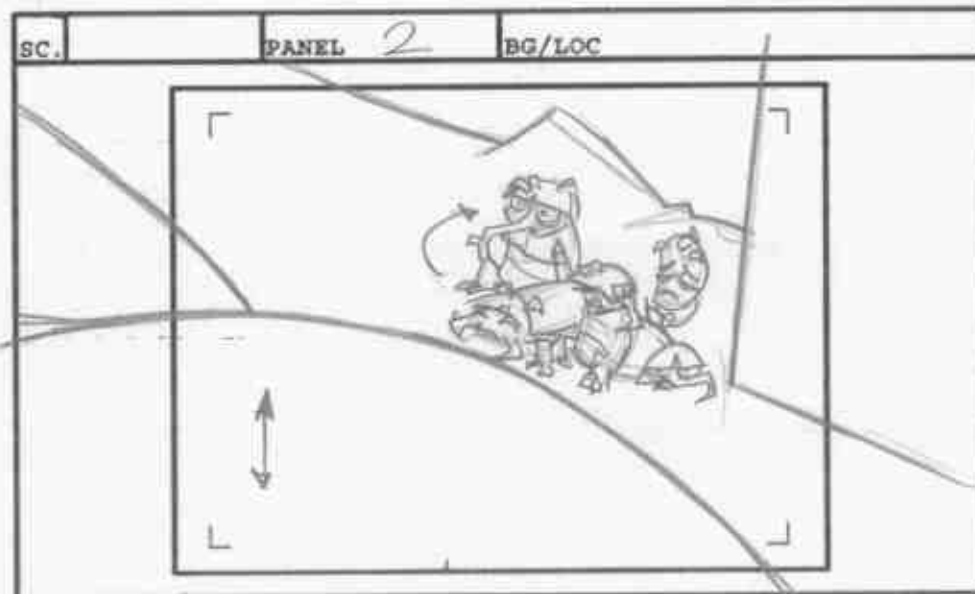


SC. 123 PANEL BG/LOC S/A 119  
ACTION  
ANGLE ON THE BEETLES LYING IN A  
HEAP BESIDES A SNORING SNOW.

DIAL  
62 NEEDLENOSE:  
THEN THERE'S..

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



SC. PANEL 2 BG/LOC  
ACTION  
THEY STRUGGLE TO SIT UP

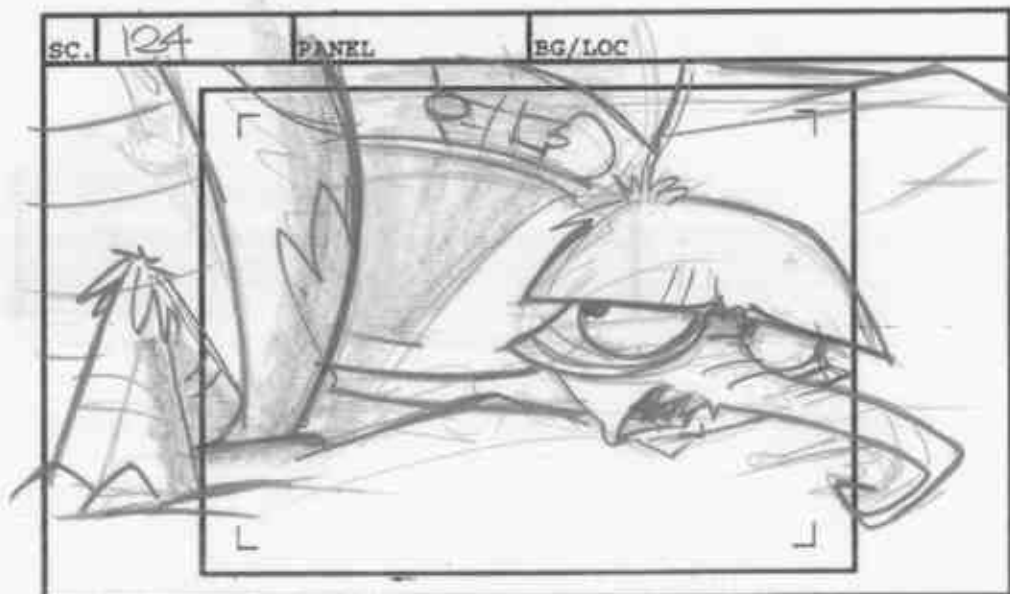
DIAL 62 NEEDLENOSE: (CONTD)  
..NOTHING WE CAN DO...

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

114



ACTION

CLOSE ON NEEDLE NOSE



ACTION

HE TURNS

DIAL

(62) NEEDLENOSE:

.. BUT WAIT FOR HER TO  
WAKE UP

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (62) NEEDLENOSE: (CONTD)

.. WAIT FOR HER TO  
WAKEUP.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
up  
creepie

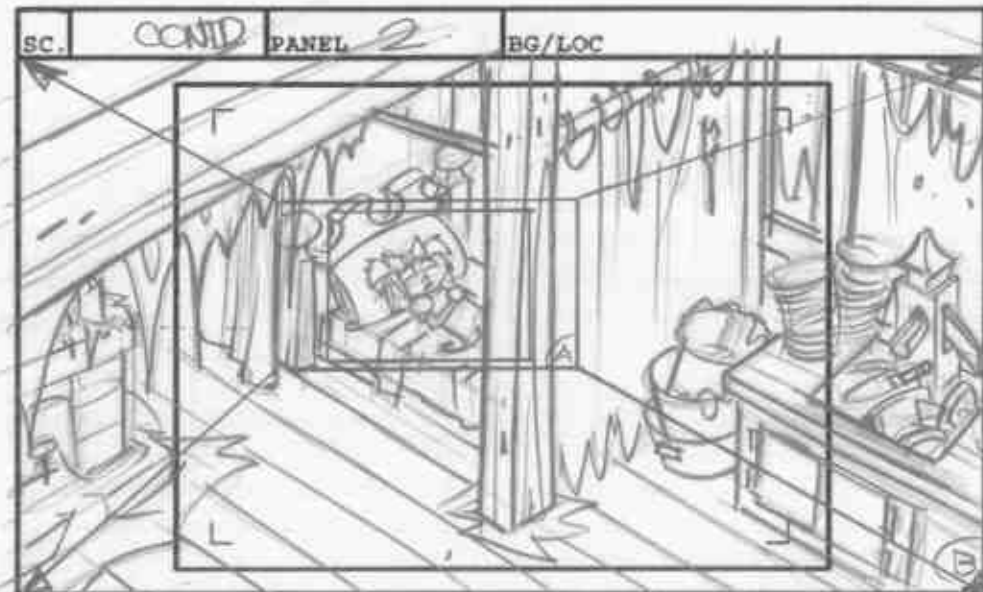


SC. 125 PANEL 1 BG/LOC  
ACTION  
CLOSE ON. SNOW BLACK SLEEPING  
F ENORING AWAY

DIAL (63) CREEPIE (VO)  
THEY WAITED

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



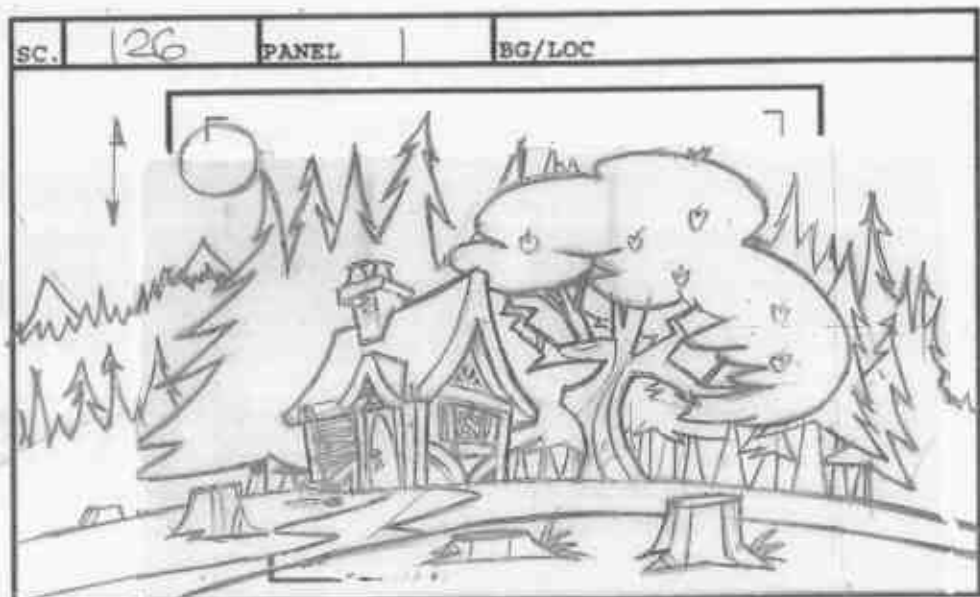
SC. CONTD PANEL 2 BG/LOC  
ACTION  
TRUCK OUT (A) → (B)

DIAL (63) CREEPIE (VO) CONTD  
.. AND WAITED

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
EXT. RUNDOWN COTTAGE (AUTUMN)

(\*THE SUN & MOON RISE AND FALL THROUGHOUT THIS SEQUENCE)

DIAL  
63 CREEPIE: VO (CONTD)  
DAYS TURNED INTO WEEKS

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
(NIGHT)

DIAL  
63 CREEPIE VO (CONTD)  
.. WEEKS TURNED INTO ...

FX:  
SPX:

DIRECTOR'S NOTES

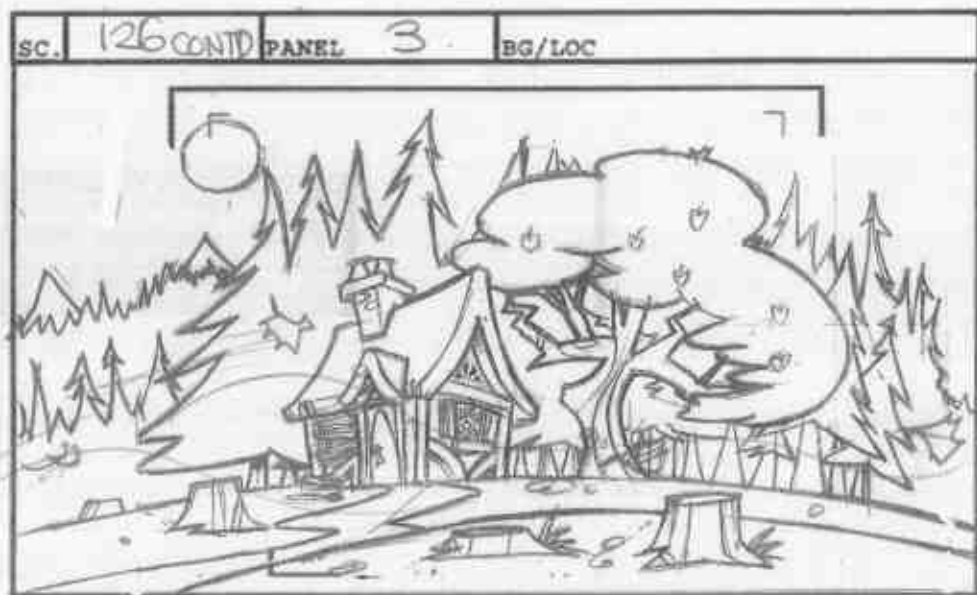
SLUG NOTES

FINAL

PROD #

GROWING  
UP  
CREEPIE

\*NO SC 127



ACTION

(DAY) (FALL-TIME)

LEAVES BLOW PAST CAMERA

DIAL (3) CREEPIE: (10) (CONTD)

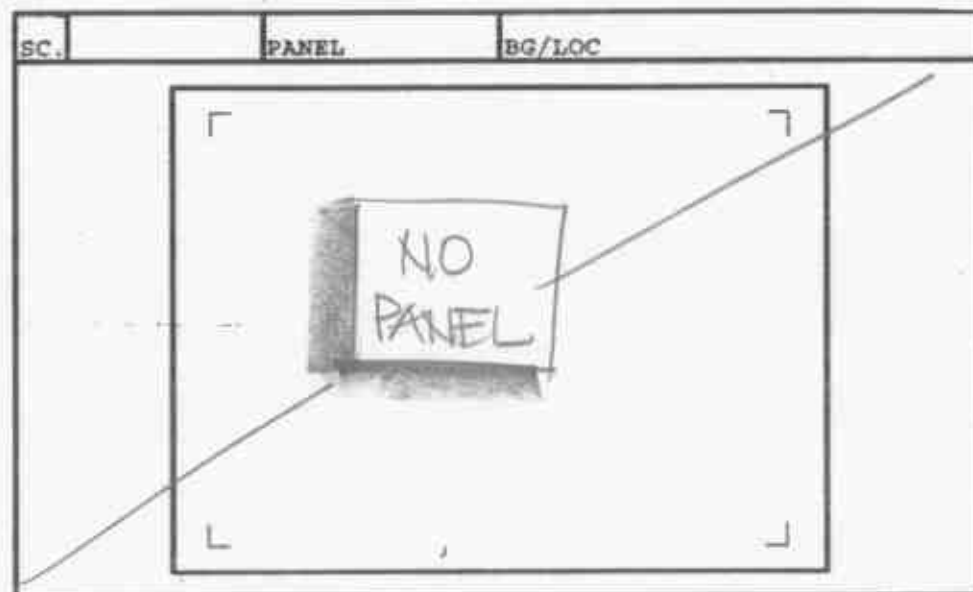
-- MONTHS, BUT STILL --

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL

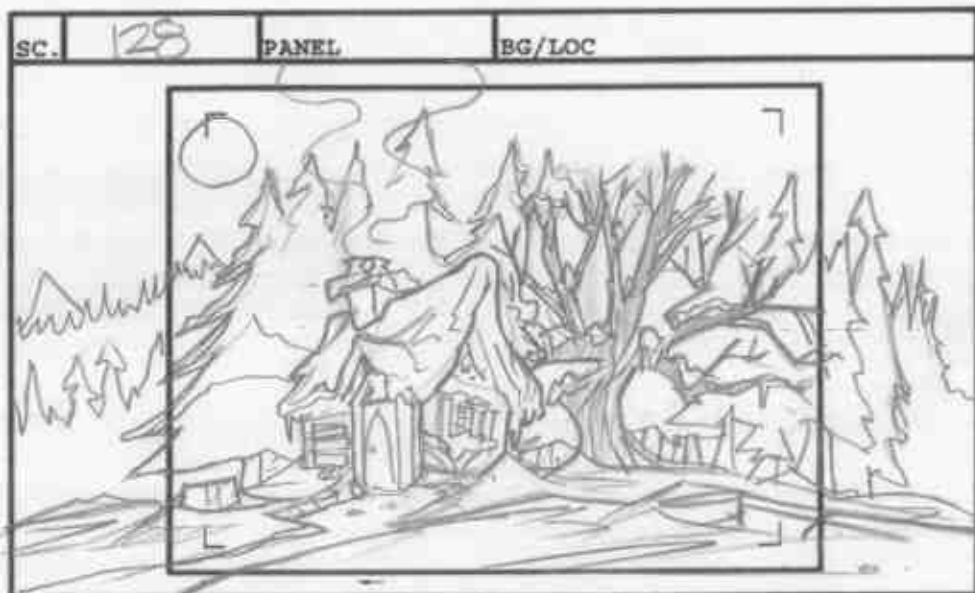
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

X-DISS



ACTION  
EXT RUNDOWN COTTAGE - WINTER.  
SMOKE DRIFTS LAZILY FROM THE CHIMNEY.

DIAL (23) CREEPIE: (VO) (CONTD)  
... THE SLEEPING SNOWBLACK  
DID NOT STIR.

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION  
INT. RUNDOWN COTTAGE - ANGLE ON  
SLEEPING SNOWBLACK. SHE'S BEING  
DUSTED BY THE BEETLES USING A FEATHER  
DUSTER. TRUCK IN (A) - (B) ON COCCON BY BED.

DIAL (23) CREEPIE: (VO) (CONTD)  
THE MOST HEARTBROKEN OF ALL...

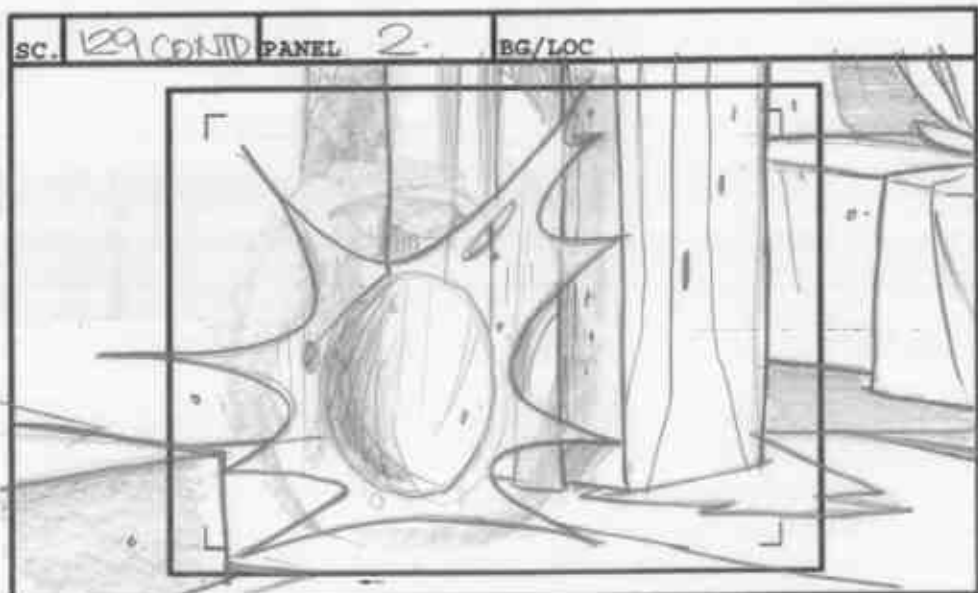
FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



growing  
UP  
CREEPIE



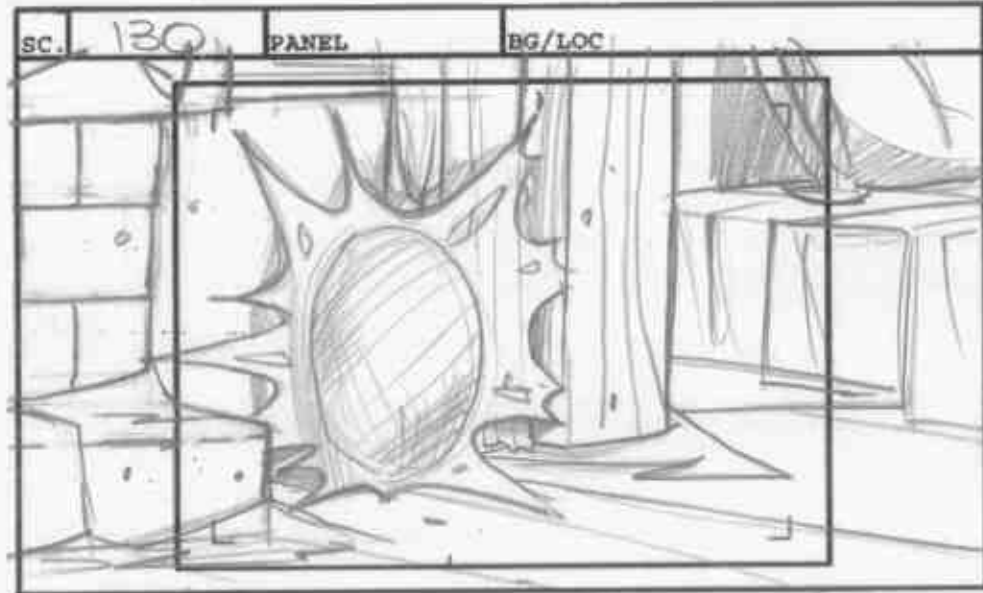
ACTION  
THE SILKEN COCOON BEGINS TO GLOW  
MAGICALLY.

DIAL (63) CREEPIE: (V0) (CONTD)  
"WAS THE MOTH LARVA."

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
WIDER ON CORNER. THE COCOON IS  
VISIBLELY LARGER.

DIAL (63) CREEPIE: (V0) (CONTD)  
HE VOWED TO NEVER LEAVE...

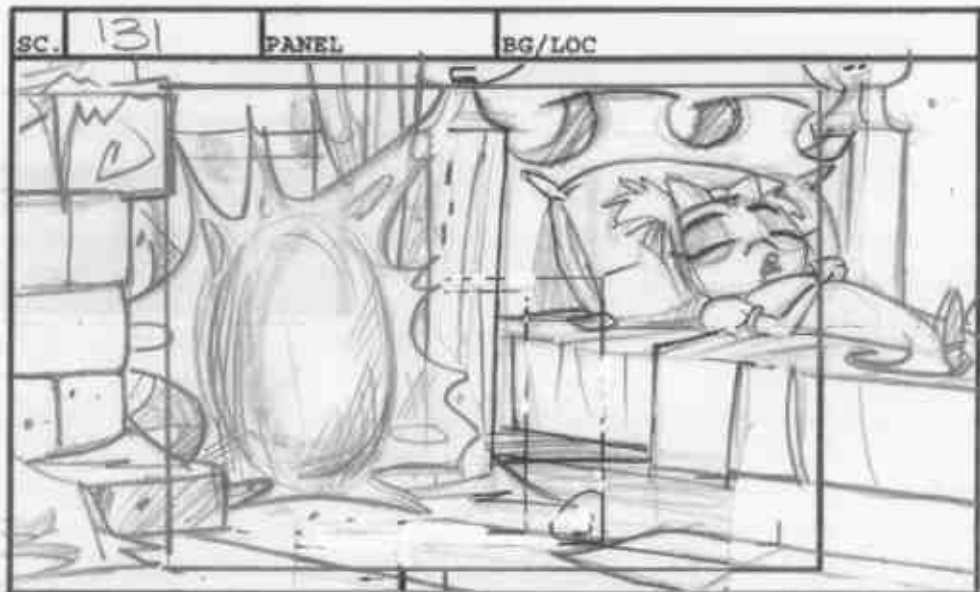
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

X-DISS.



ACTION  
ANGLE ON THE COCCON HAS GROWN EVEN LARGER.

DIAL 63/64 CREEPIE: VO (CONTD)

.. HIS SLEEPING BEAUTY'S SIDE.  
AND, AS THE MONTH'S PASSED,

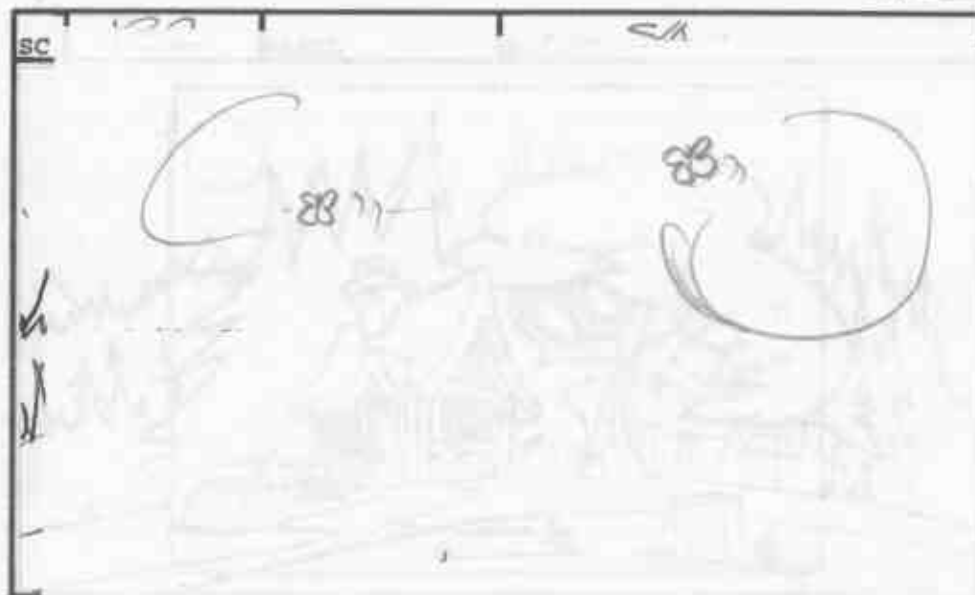
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

GROWING  
UP  
CREEPIE

X-DISS.



ACTION  
EXT RUNDOWN COTTAGE - (SPRING)

DIAL 64 CREEPIE VO (CONTD)

.. IT BEGAN TO GROW WARMER.  
SPRING WAS IN THE AIR.

FX:  
SFX:

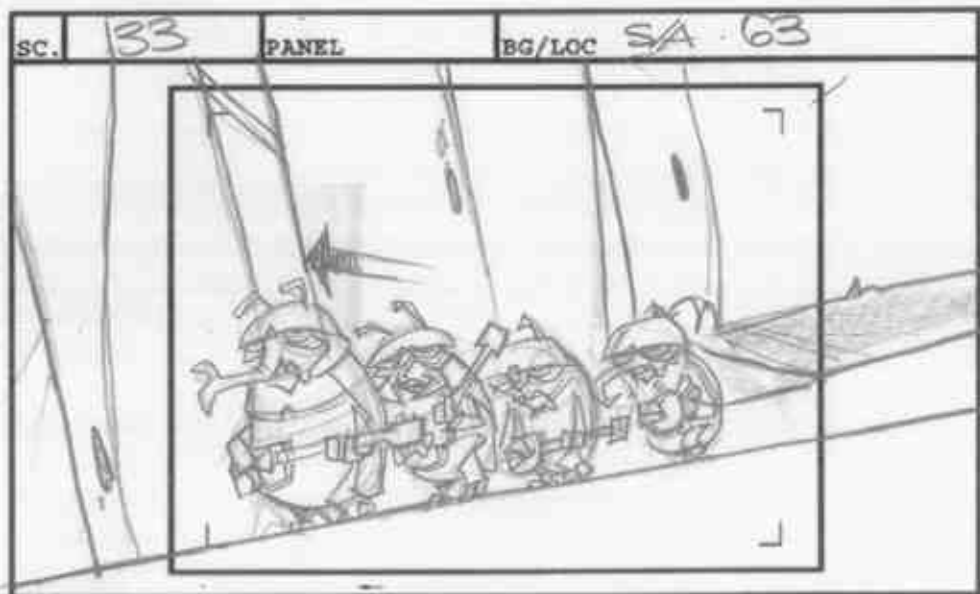
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION  
EXT. RUNDOWN COTTAGE - FRONT DOOR.  
THE DEJECTED BEETLES SLOWLY WALK  
FORWARD.

DIAL  
(65) BEETLES:

<SINGING>

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES



ACTION  
WIDE ON RUNDOWN COTTAGE

DIAL  
(65) BEETLES: (CONTD)

<SINGING>

FX:  
SFX:  
DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



**ACTION**  
SUDDENLY THE COTTAGE BEGINS TO TREMBLE AND AN INTENSE LIGHT EMANATES FROM INSIDE.

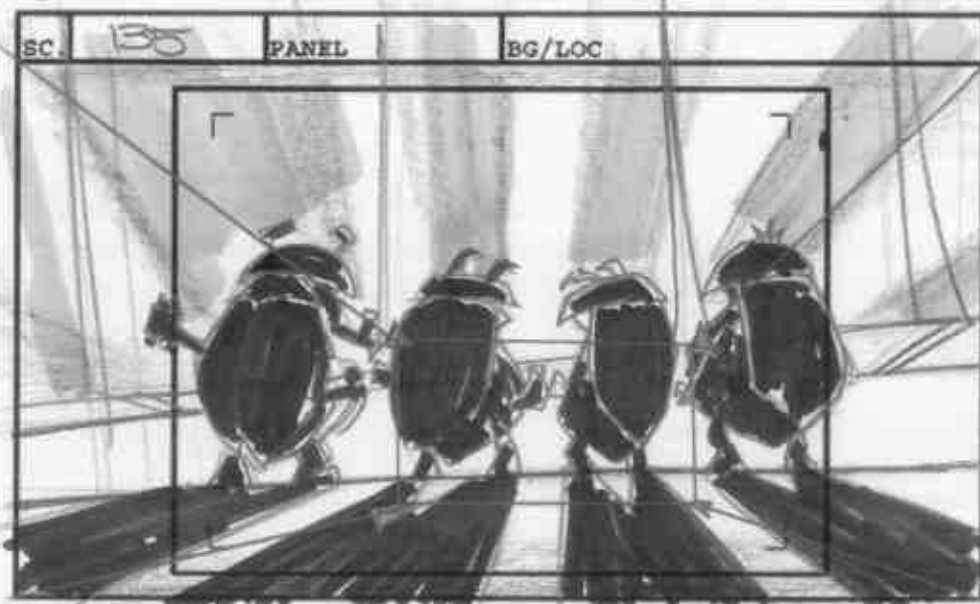
**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

[Empty box for Director's Notes]

**SLUG NOTES**



**ACTION**  
CLOSE ON BEETLES SILHOUETTED. AN INTENSE LIGHT EMANATES FROM UNDER THE DOOR.  
TRUCKIN.

**DIAL**

**FX:**  
**SFX:**

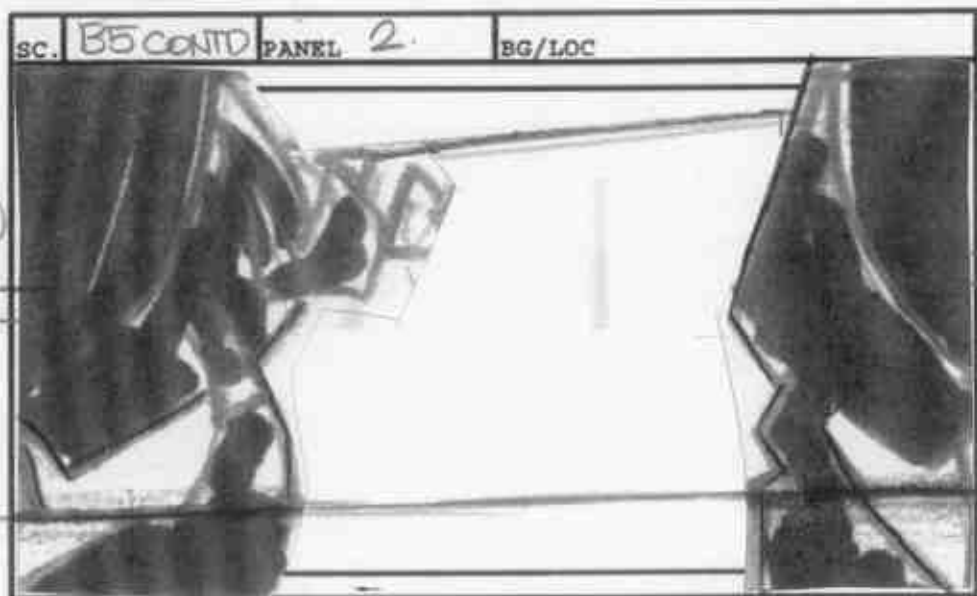
**DIRECTOR'S NOTES**

[Empty box for Director's Notes]

**SLUG NOTES**

FINAL  
PROD #

growing  
up  
creepie



ACTION

FAN CLOWN & DUNG BEETLES CUT CONTINUE TRUCKING IN

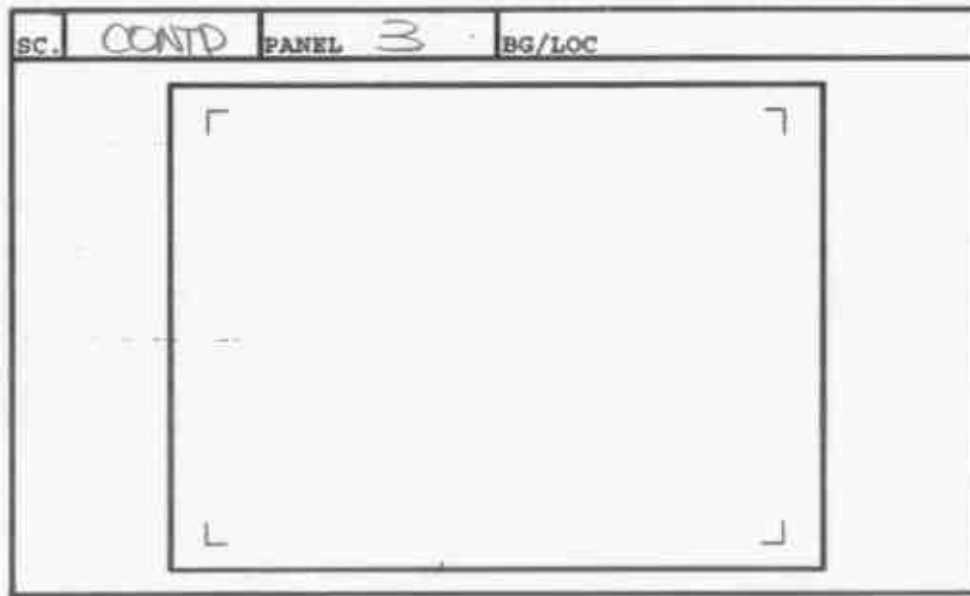
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

SCREEN FLARES WHITE

DIAL

FX:  
SFX:

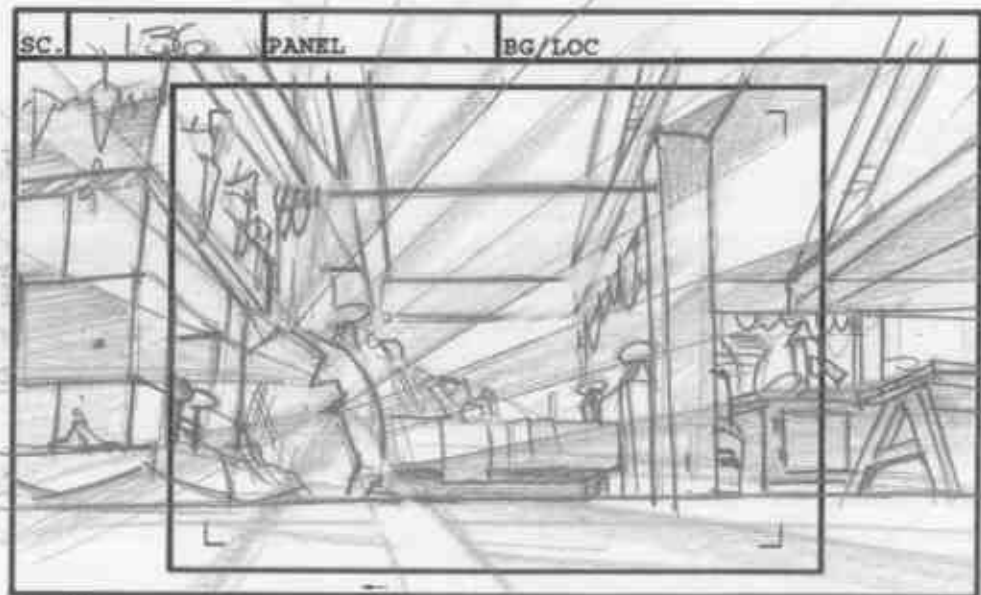
DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #

X-105



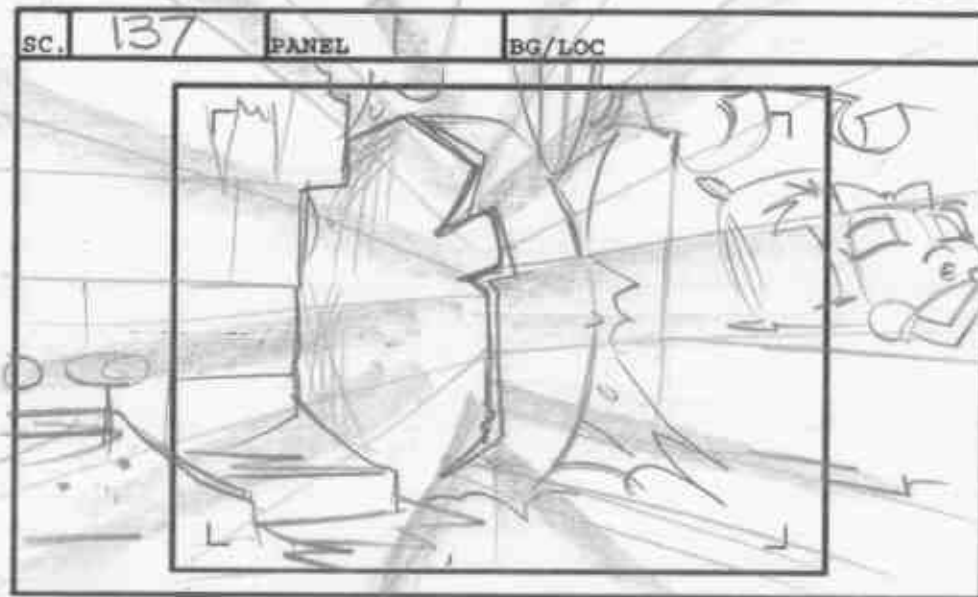
**ACTION**  
WIDE ON BED. THE LARGE COCCON HAS A CRACK IN IT, FROM WHICH INTENSE BEAMS OF LIGHT SHOOT OUT.

**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**



**ACTION**  
CLOSE ON COCCON. THE CRACK BEGINS TO SPLIT OPEN WIDER.

**DIAL**

**FX:**  
**SFX:**

**DIRECTOR'S NOTES**

**SLUG NOTES**

FINAL

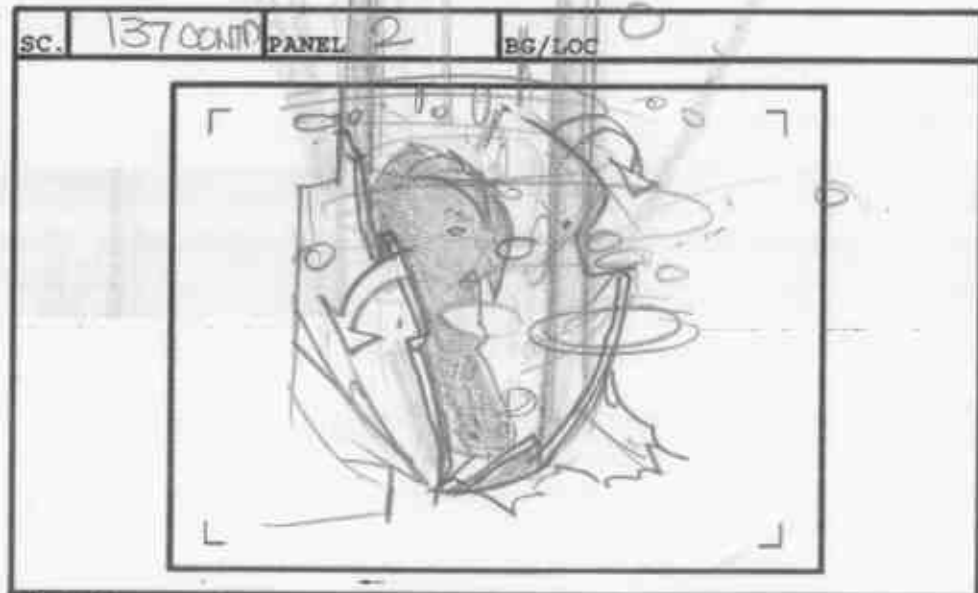
PROD #

GROWING  
UP  
CREEPY

CENTD

PNL 3

PG 215



ACTION

THE COCCON SPLITS OPEN REVEALING A  
SHAPE INSIDE. IT BEGINS TO RISE.  
PAN W/ACTION (A) → (B)

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES





ACTION

THE SHAPE UNFOLDS REVEALING  
A MAJESTIC WHITE MOTH PRINCE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

HE SPREADS HIS WINGS SHAKING  
WHITE FAIRY DUST EVERYWHERE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

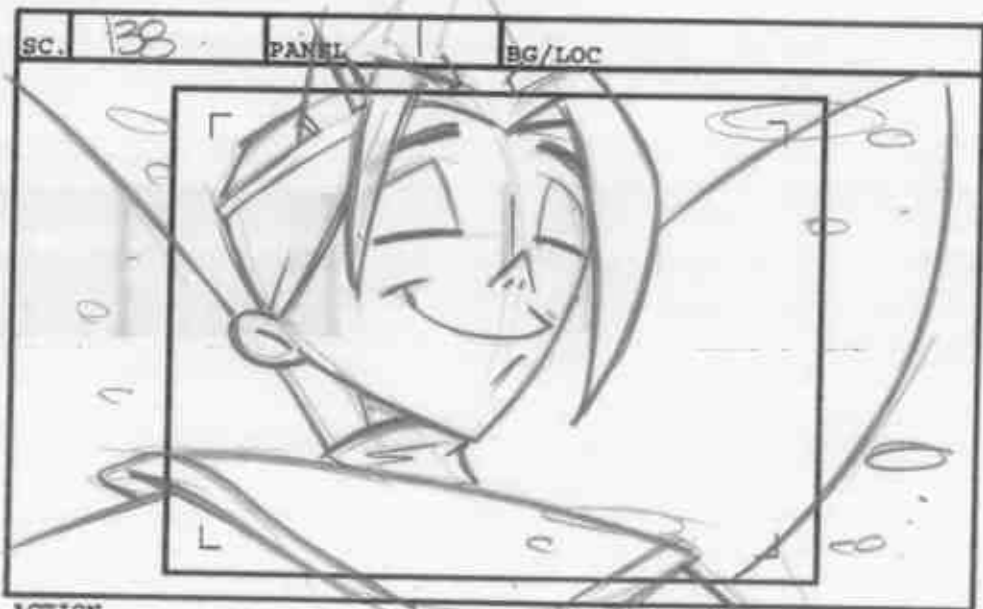
FINAL

PROD #



growing  
UP  
with  
CREEP!E

HU



ACTION  
CLOSE ON MOTH PRINCE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
HE OPENS HIS EYES

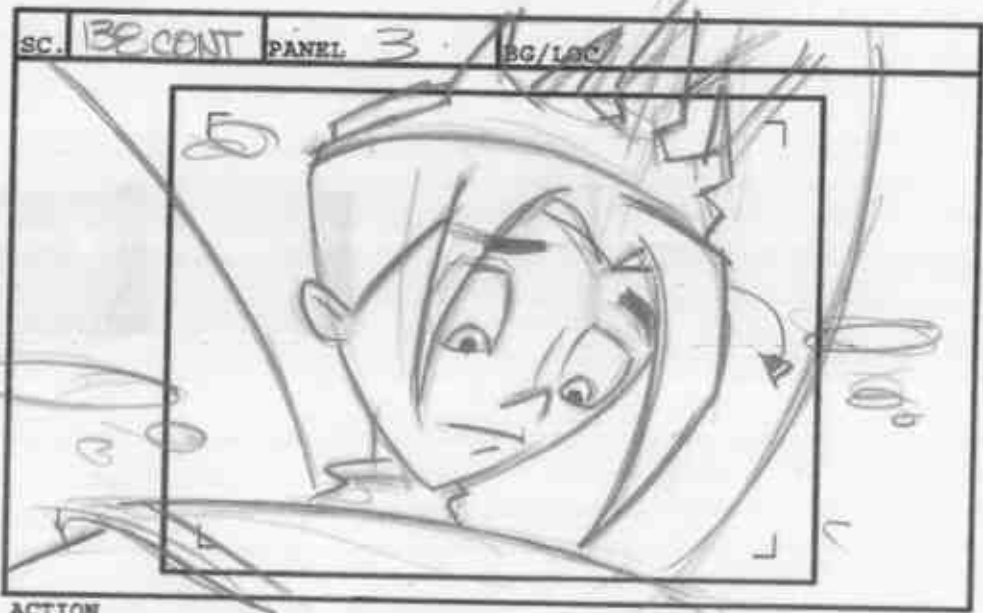
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

HE LOOKS DOWN.

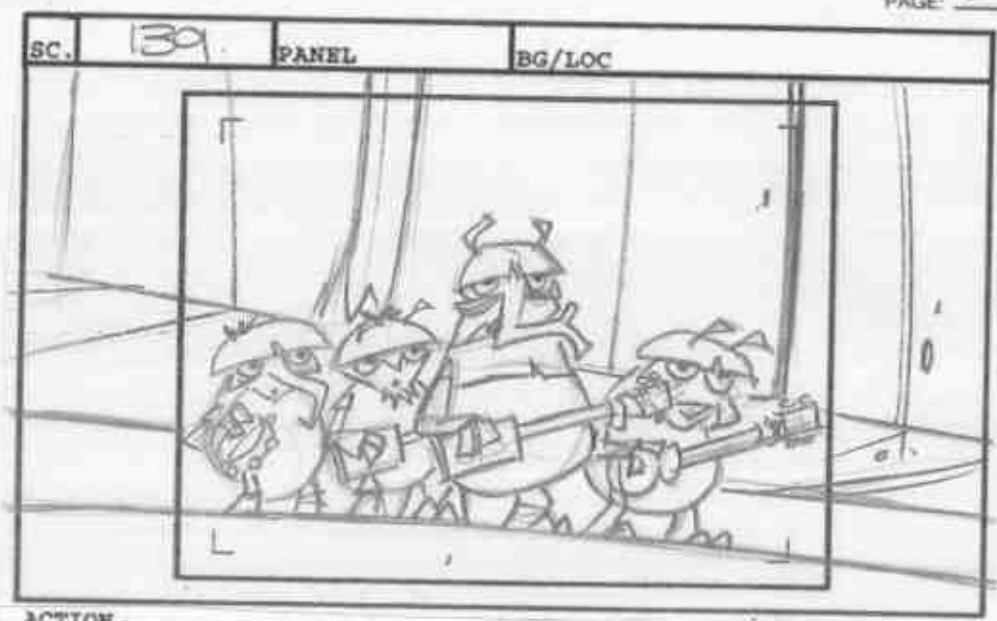
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

ANGLE ON THE BEETLES STARING WIDE-EYED AT THE OFF-STAGE DRAMA

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

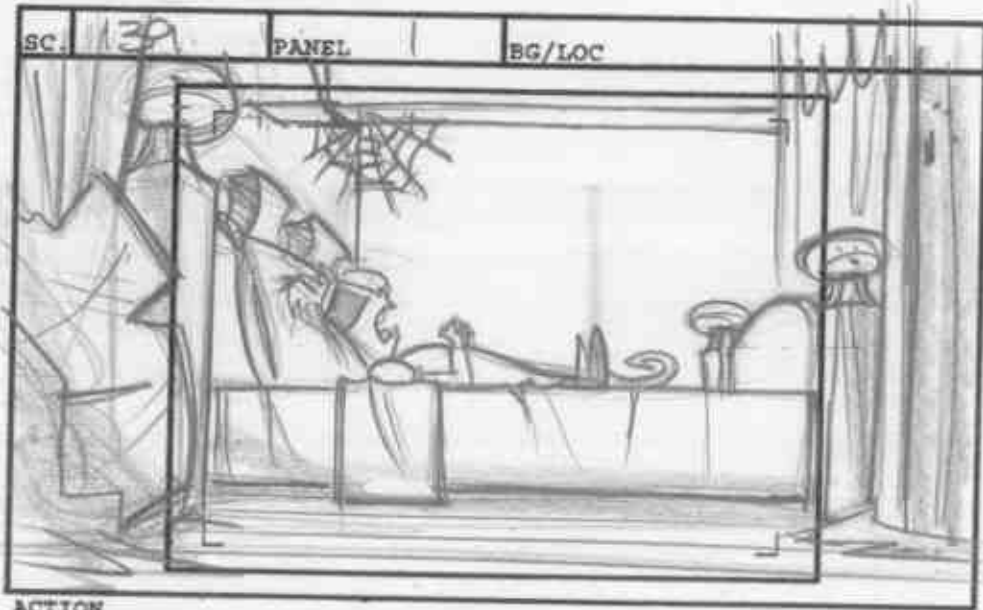
SLUG NOTES

FINAL

PROD #



growing  
up  
creepie



ACTION

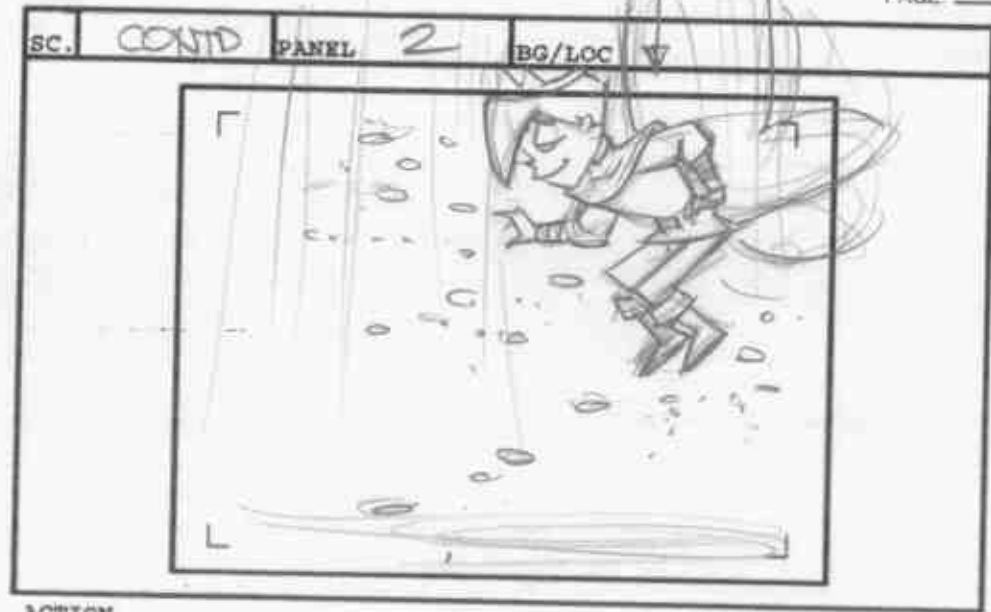
ANGLE ON SNOW BLACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE MOTH PRINCE FLOATS IN;  
FAIRY DUST SPRINKLING EVERYWHERE

DIAL

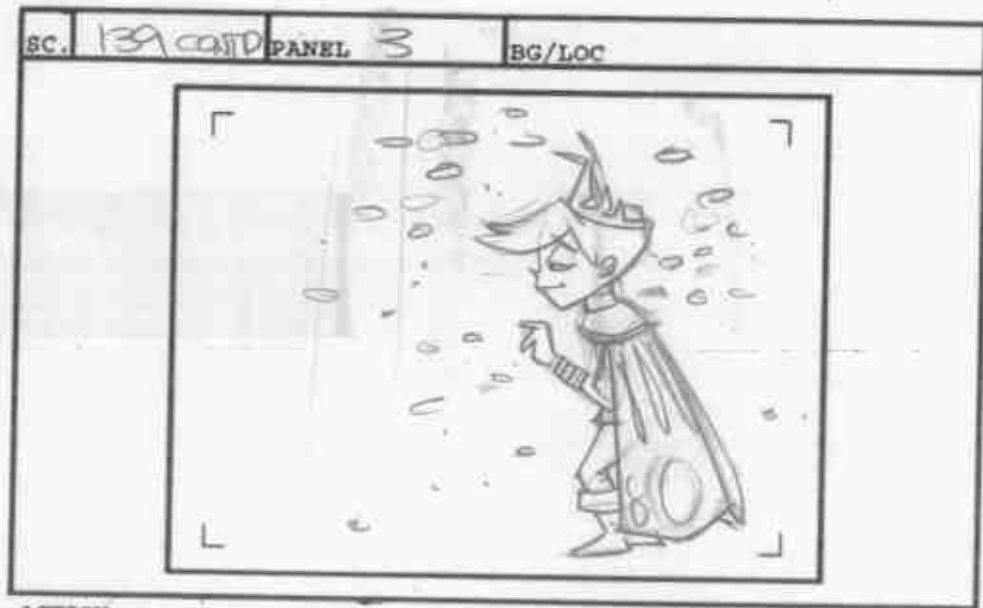
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #

growing  
UP  
CREEPER



ACTION

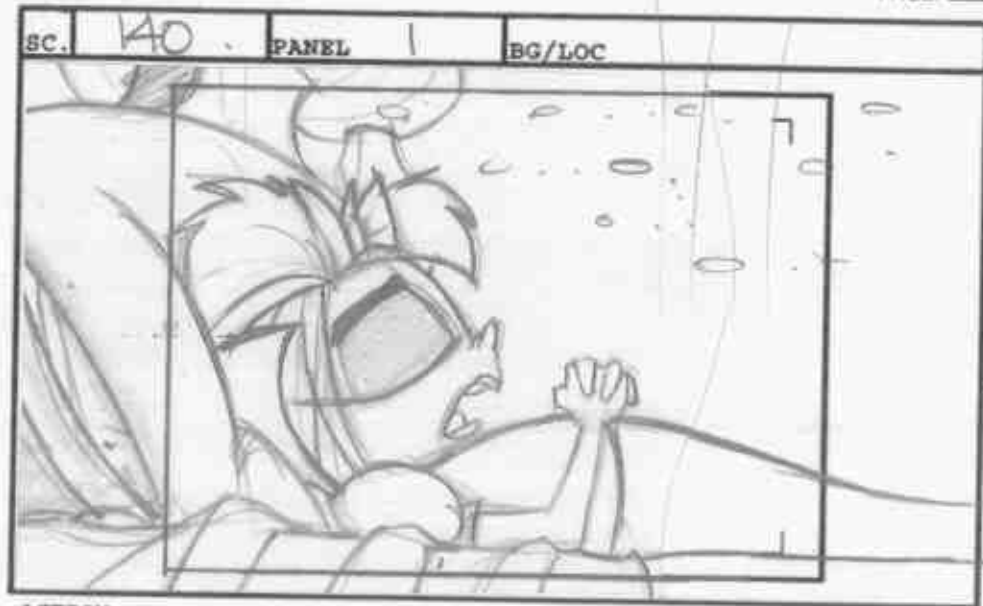
HE LANDS BESIDE THE BED

DIAL

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CLOSE ON SNOW BLACK

DIAL

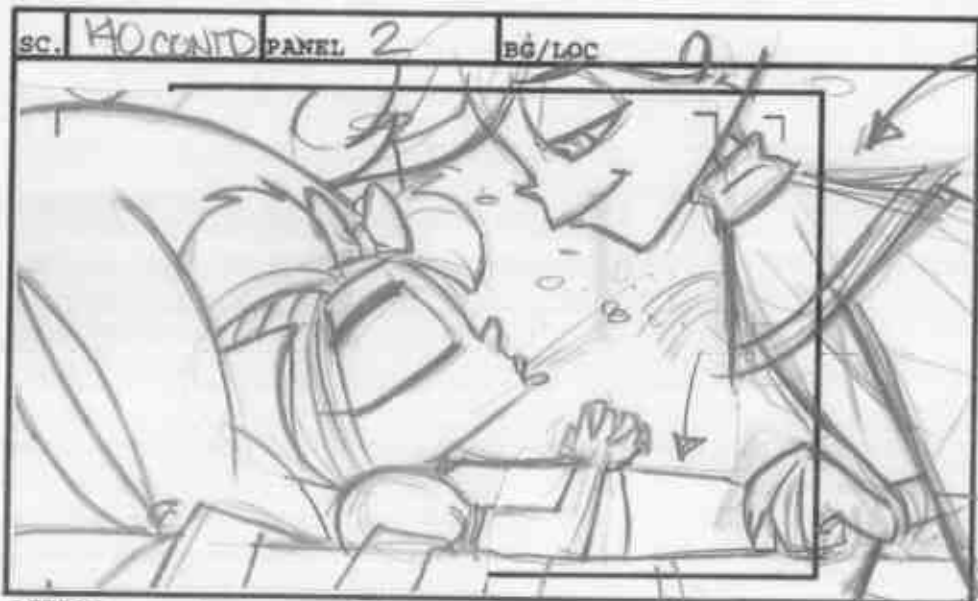
FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE MOTH PRINCE LEANS IN.

DIAL

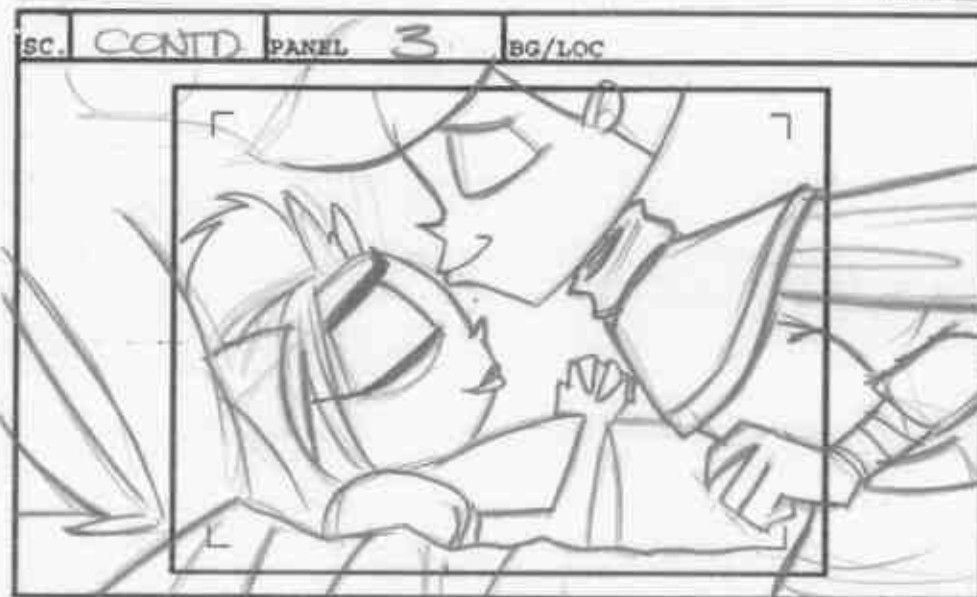
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for director's notes]

SLUG NOTES



ACTION

AND KISSES SNOW BLACKS FOREHEAD. SHE STOPS SNORING.

DIAL

FX:

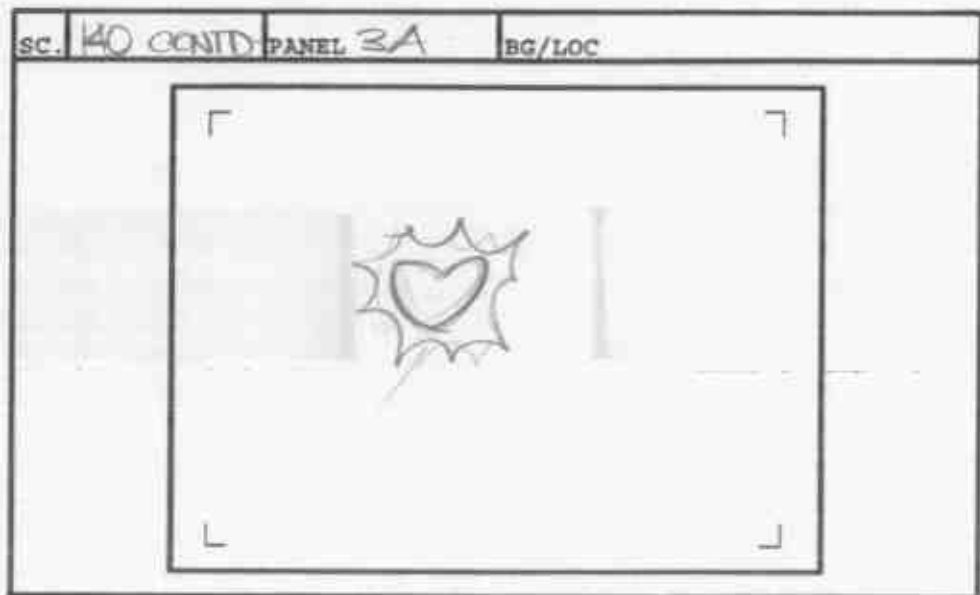
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

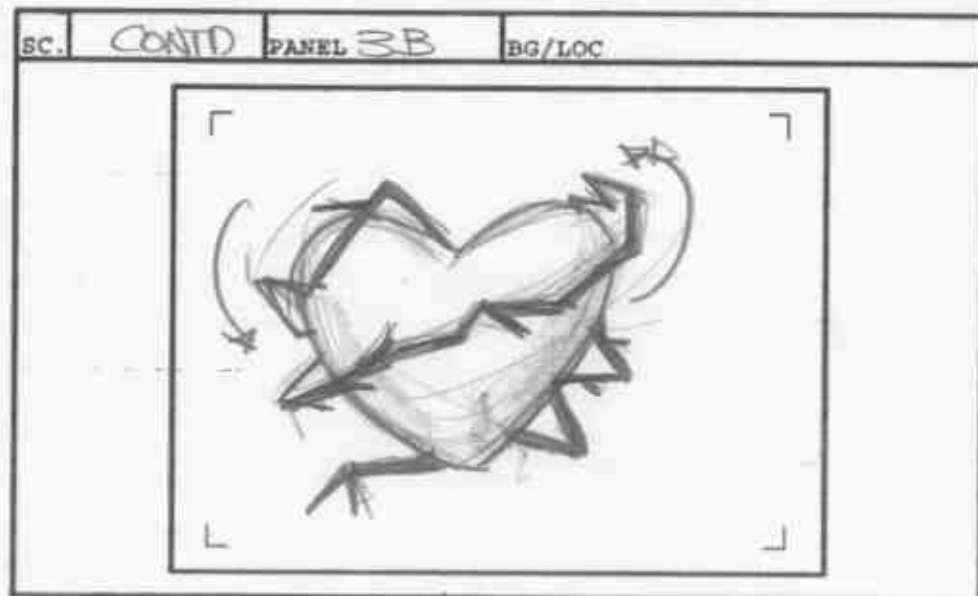
"GOTH HEART" DISSOLVES ON ..

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

.. ANIMATES TO CAMERA. (THORNY  
VINE ANIMATES AROUND HEART  
(+ IMAGE IS TRANSPARENT)

DIAL

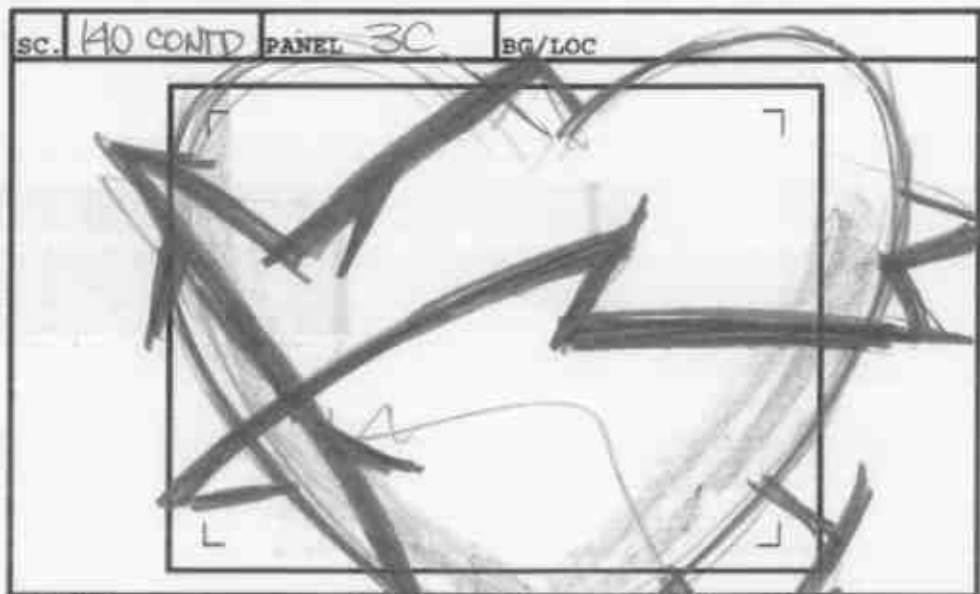
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

THE TRANSPARENT 'GOTH HEART'  
CONTINUES TO FILL SCREEN

DIAL

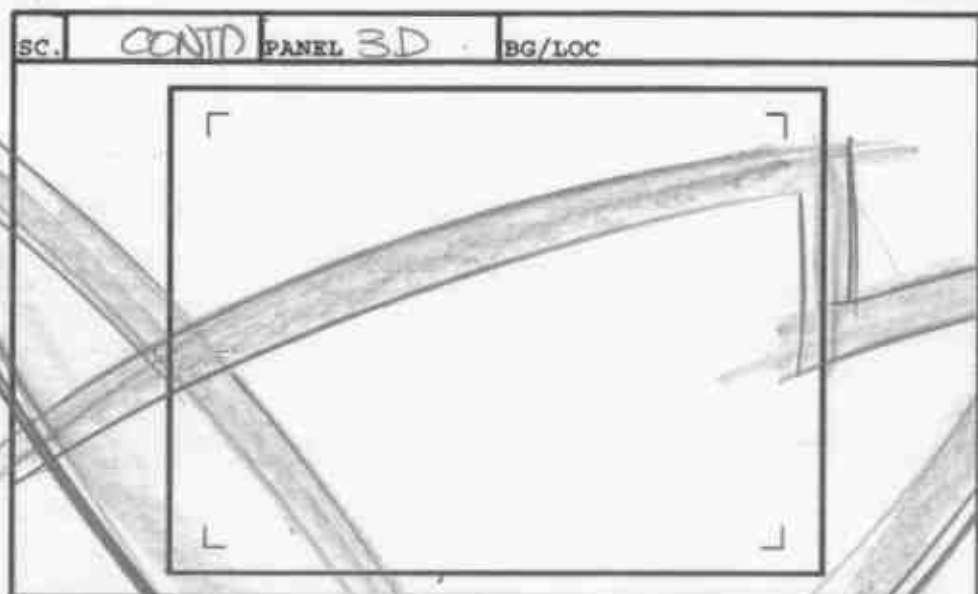
FX:

SFX:

DIRECTOR'S NOTES

--

SLUG NOTES



ACTION

FADE HEART OFF

DIAL

FX:

SFX:

DIRECTOR'S NOTES

--

FINAL

PROD #

SLUG NOTES



ACTION

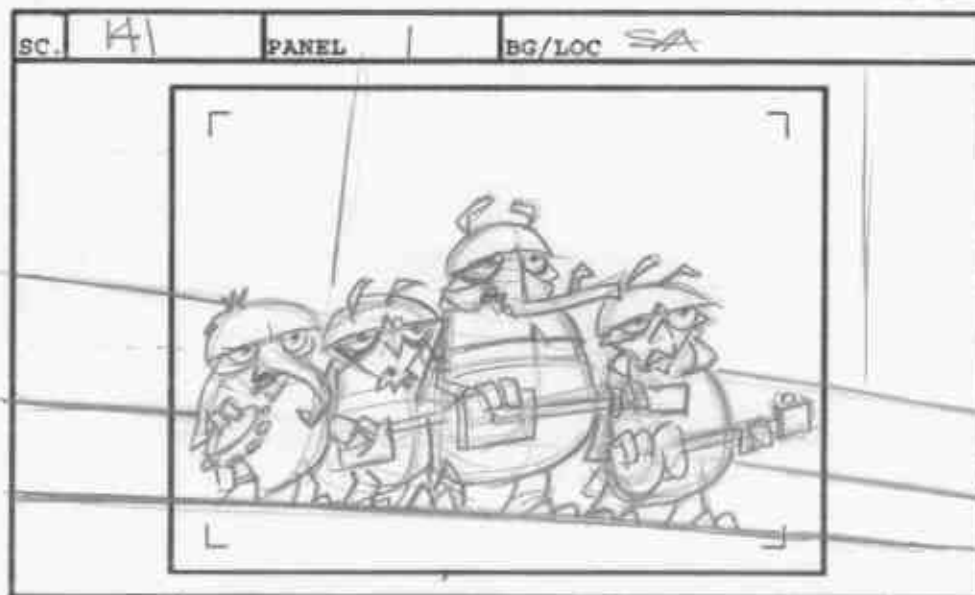
SNOW OPENS HER EYES

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ANGLE ON A SURPRISED GROUP OF  
BEETLE

DIAL (66) BEETLES:

<GASP!>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



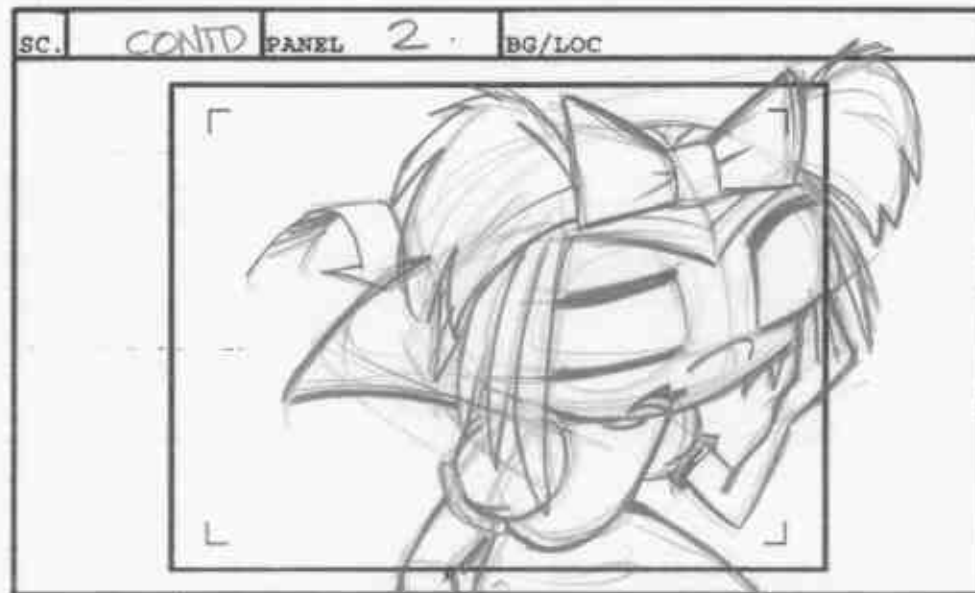
ACTION  
CLOSE ON SNOW BLACK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
SHE SITS UP.

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

HU



ACTION  
WIDE ON BED. SNOW BLACK RUBS HER HEAD

DIAL (67) SNOW BLACK:

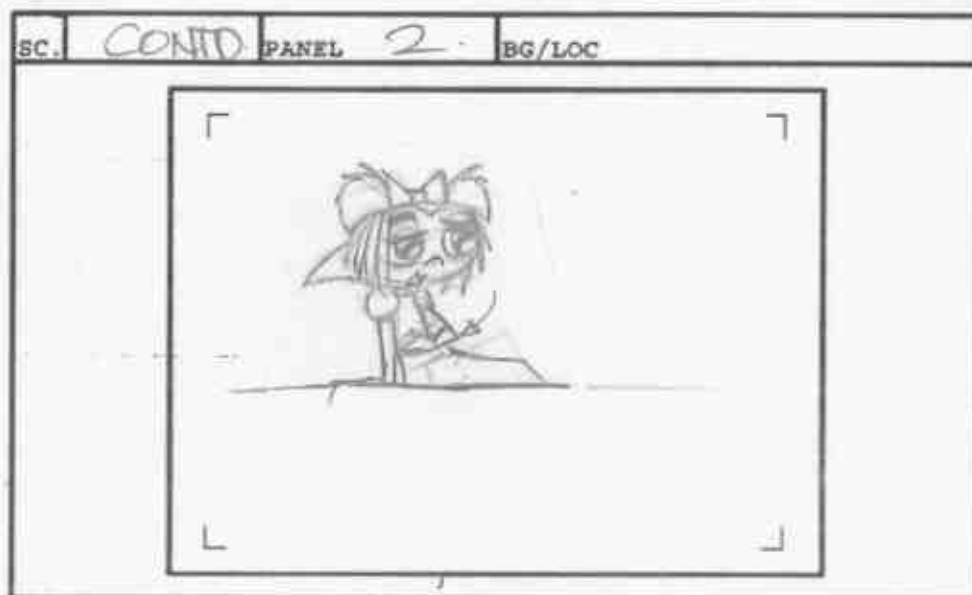
OOOH. I'VE GOT A...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
SNOW RUBS HER TUMMY

DIAL (67) SNOW BLACK: (CONTD)

... SERIOUS STOMACHACHE FROM THAT APPLE.

FX:  
SFX:

DIRECTOR'S NOTES

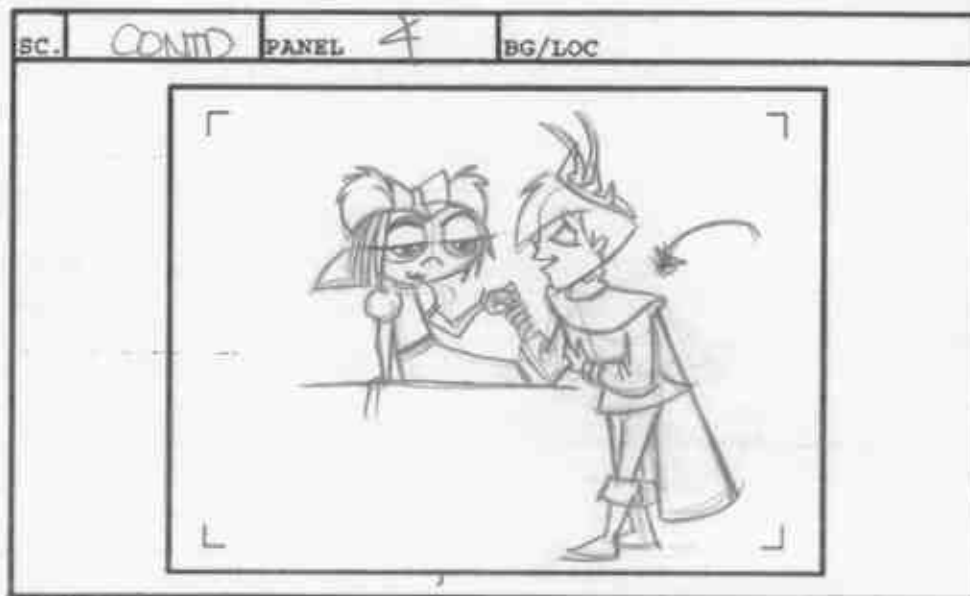
SLUG NOTES

FINAL  
PROD #





ACTION



ACTION

THE MOTH PRINCE BOWS WITH A  
FLOURISH

DIAL (68) SNOW BLACK:  
UHH, HAVE WE MET?

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (69) MOTH PRINCE:  
I USED TO BE ...

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION



ACTION

CLOSE ON SNOW BLACK:

DIAL (69) MOTH PRINCE: (CONTD)

... A MOTH LARVA.

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (70) SNOW BLACK:

I THOUGHT YOU LOOKED FAMILIAR

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
	PROD #



ACTION

ENOW LOOKS TO CAMERA

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

CLOSE ON NEEDLE NOSE & CLOWN BEETLE  
THEY'RE SOO HAPPY THEY LOOK SAD.

DIAL

71 CLOWN BEETLE:

I'M SO HAPPY...

FX:  
SFX:

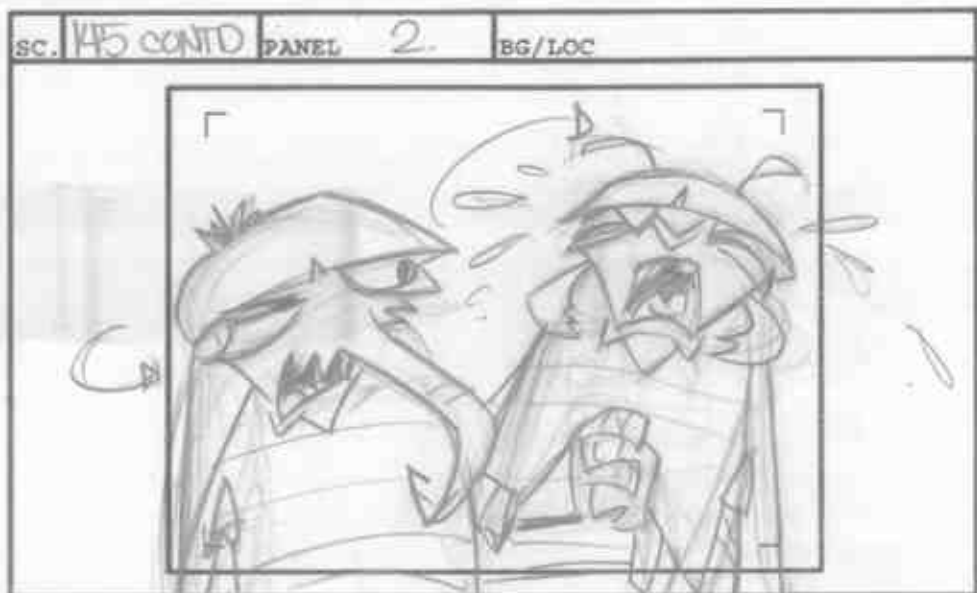
DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES

FINAL

PROD #



ACTION

NEEDLE NOSE GETS ANNOYED WITH CLOWN,  
WHO STARTS BAWLING HIS EYES OUT.

DIAL

⑦1 CLOWN: (CONTD) (B-TRK)

WAAAA ~~~~~>

FX:

SFX:

⑦2 NEEDLENOSE: CUT IT OUT ALREADY.

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

NEEDLE NOSE CHOKES UP

DIAL

⑦2 NEEDLENOSE: (CONTD)

YOU'RE .. PA .. PA ..

FX:

SFX:

⑦1 CLOWN: (B-TRK) (CONTD)

WAAAA ~~~~~>

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

FINAL  
PROD #



ACTION

NEEDLE NOSE BEGINS TO BAWL HIS EYES OUT

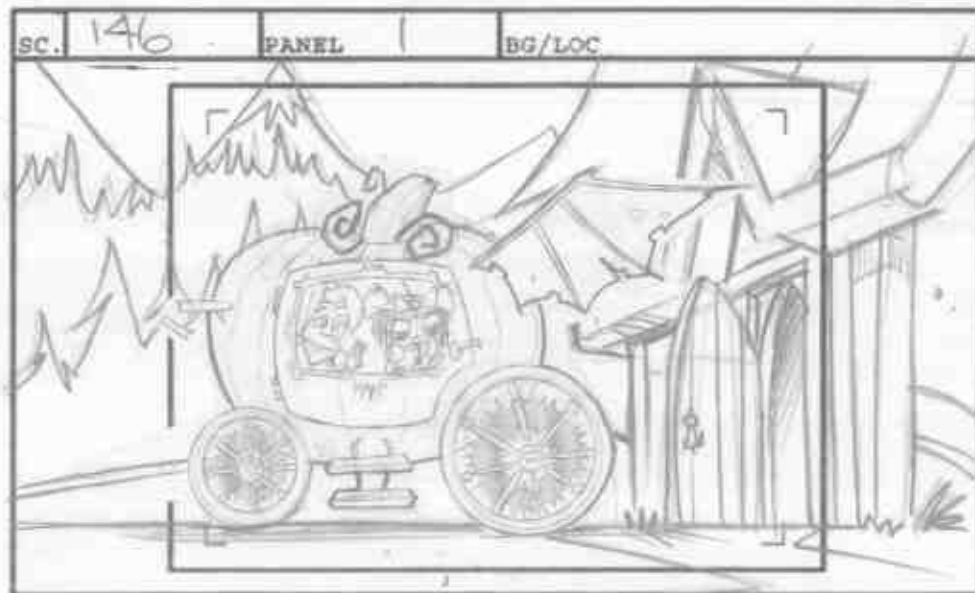
DIAL (72) NEEDLENOSE: (CONTD)

PATHETIC WAAAA ~~~~~>

FX: (71) CLOWN: (B-TRK) (CONTD) WAAAA ~~~~~>

DIRECTOR'S NOTES

SLUG NOTES



ACTION

EXT. RUNDOWN COTTAGE - (EVENING)  
A BEAUTIFUL MOTH DRIVEN CARRIAGE STANDS OUTSIDE. SNOW & THE PRINCE ARE WAVING GOODBYE TO THE BEETLES.

DIAL

▲ BEETLES: (SNIFLES) ~~~~~>

FX:

SFX:

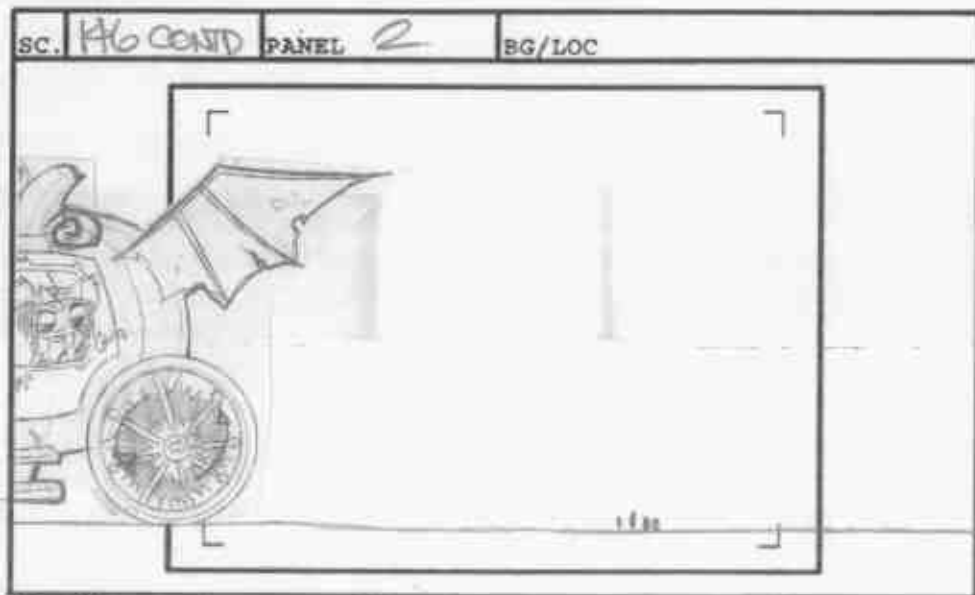
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #

OUT  
←



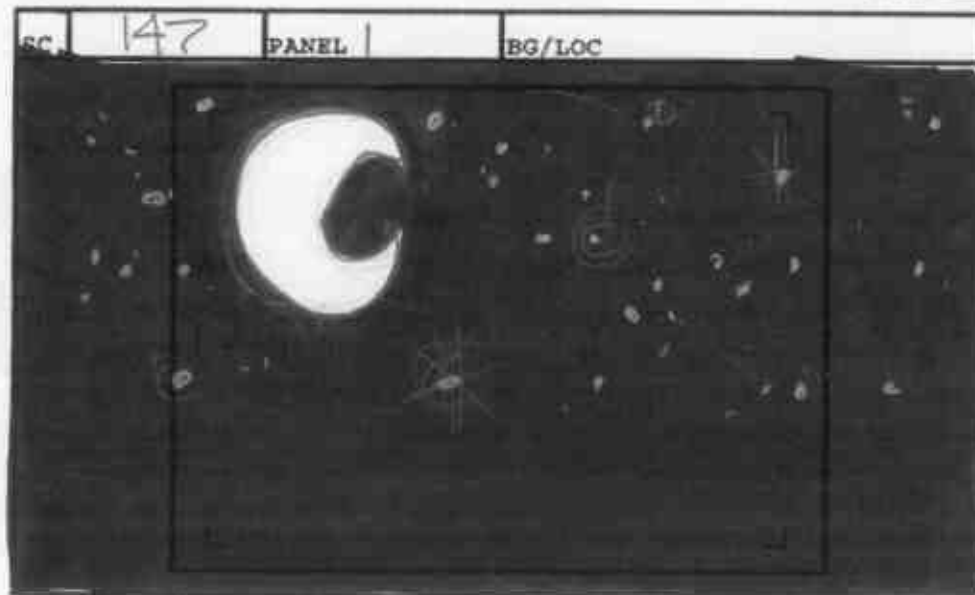
ACTION  
THE CARRIAGE ROLLS OUT  
SNOW CONTINUES TO WAVE GOODBYE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
EXT. STARLIT SKY  
A CRESENT MOON HANGS HIGH IN THE  
NIGHT SKY.

DIAL

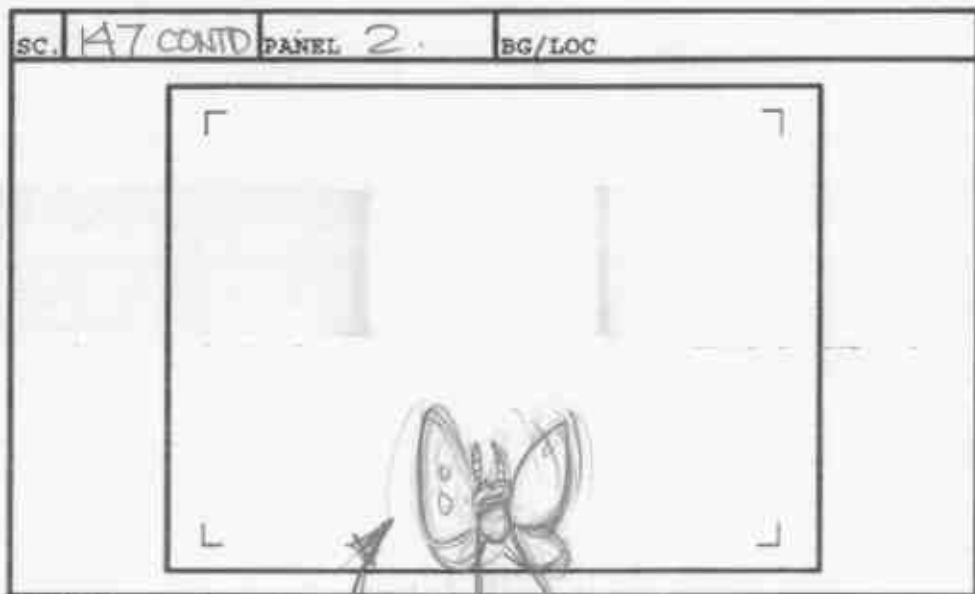
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

AMOTH FLUTTERS INTO SCENE

DIAL

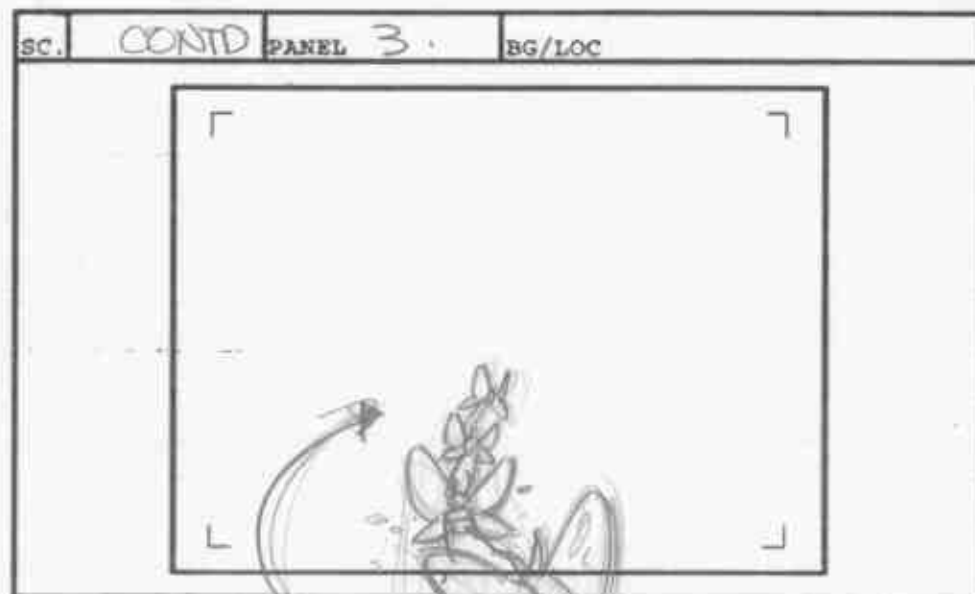
FX:

SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES



ACTION

FOLLOWED BY MORE MOTHS. THEY'RE YOKED TOGETHER THEY ARE TRAILING

MAGIC DUST.

DIAL

FX:

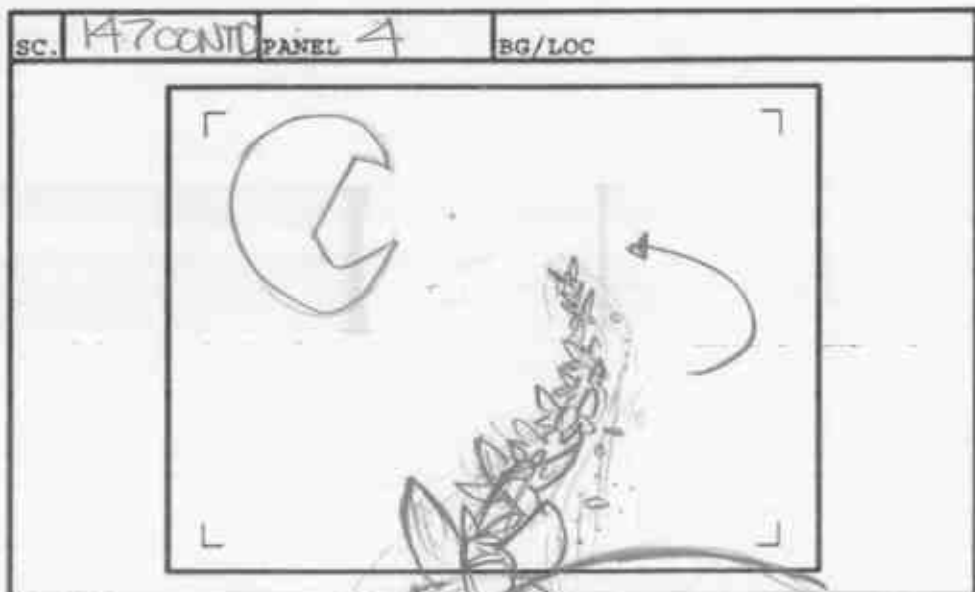
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



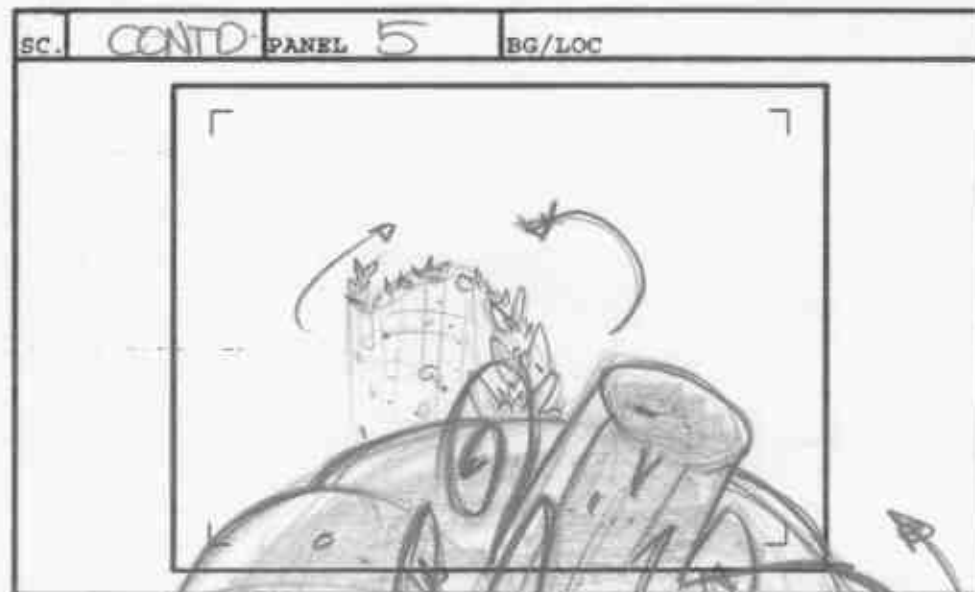
ACTION

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

THE PUMPKIN CARRIAGE HOVES INTO VIEW

DIAL

FX:  
SFX:

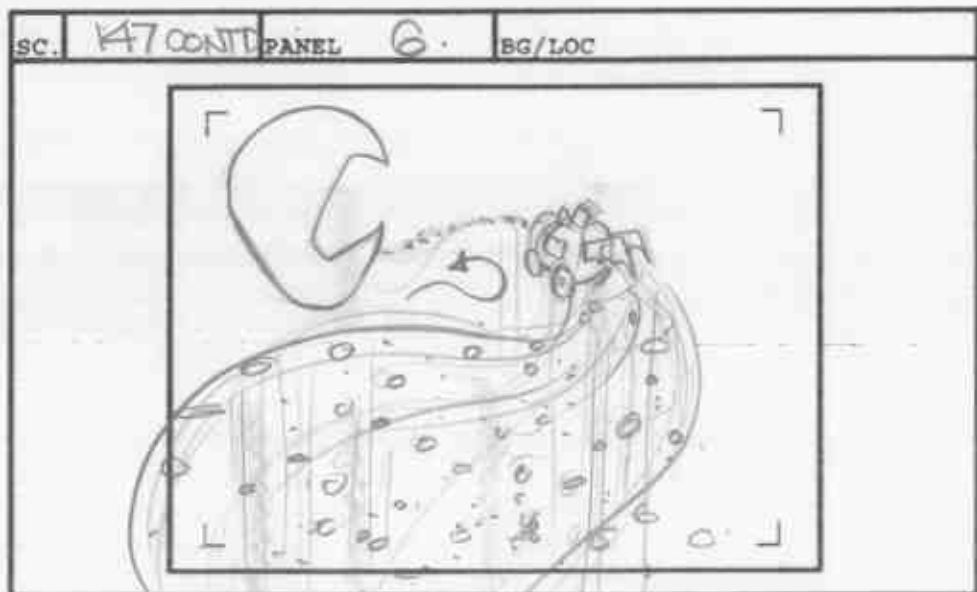
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION

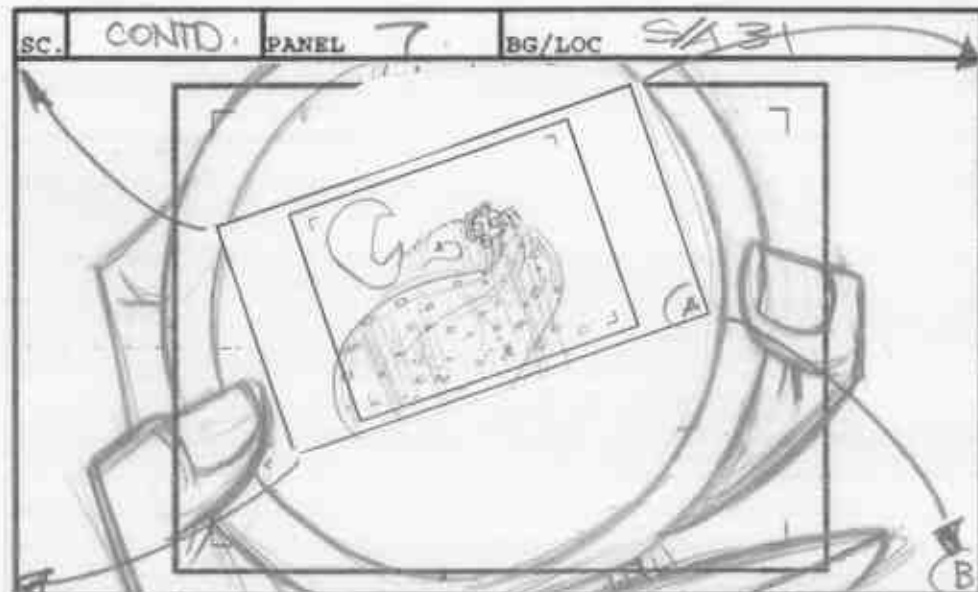
.. AND WINGS TOWARDS THE MOON

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

ROTATE OUT (A) → (B) REVEALING THAT THE IMAGE IS IN THE EVIL QUEEN'S COMPACT.

DIAL

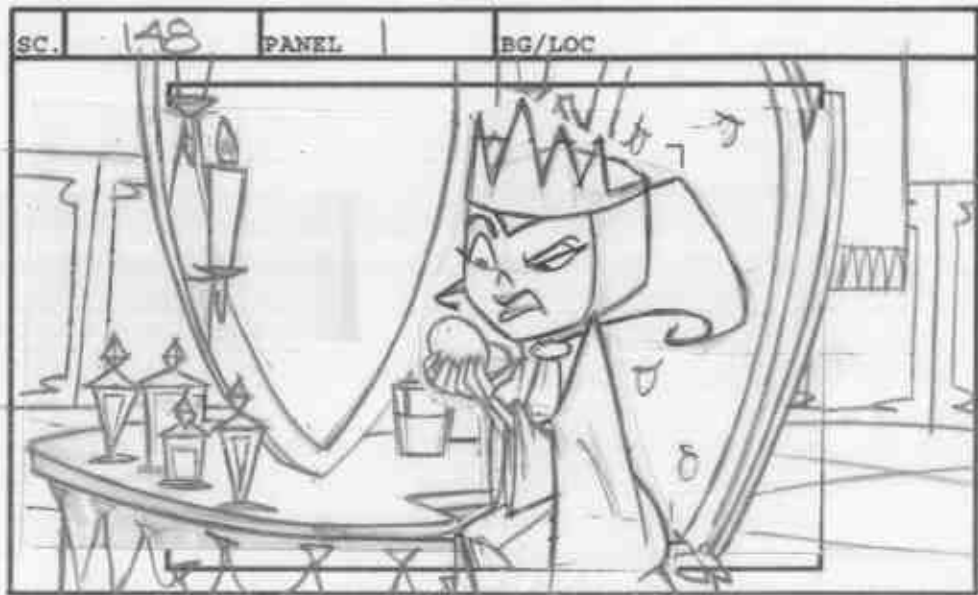
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

INT. EVIL QUEEN'S CHAMBERS  
SHE'S SITTING AT HER MIRROR.

DIAL

<GROWL>

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

DIAL (73) EVIL QUEEN:

NO WAY!!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

FINAL  
PROD #



ACTION



ACTION

DIAL (73) EVIL QUEEN: (CONTD)

SHE TOTALLY DOES NOT GET TO  
WAKE UP LOOKING THAT CUTE..

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

DIAL (73) EVIL QUEEN: (CONTD)

.. AND FLY AWAY WITH A  
PRINCE!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL	
PROD #	



ACTION

DIAL (13) EVIL QUEEN: (HYSTERICALLY)

NOOOO!!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES



ACTION

ANGLE ON THE TICK HIDING BEHIND THE  
PERFUME BOTTLES ON THE EVIL QUEEN'S  
VANITY TABLE

DIAL EVIL QUEEN: (OS)

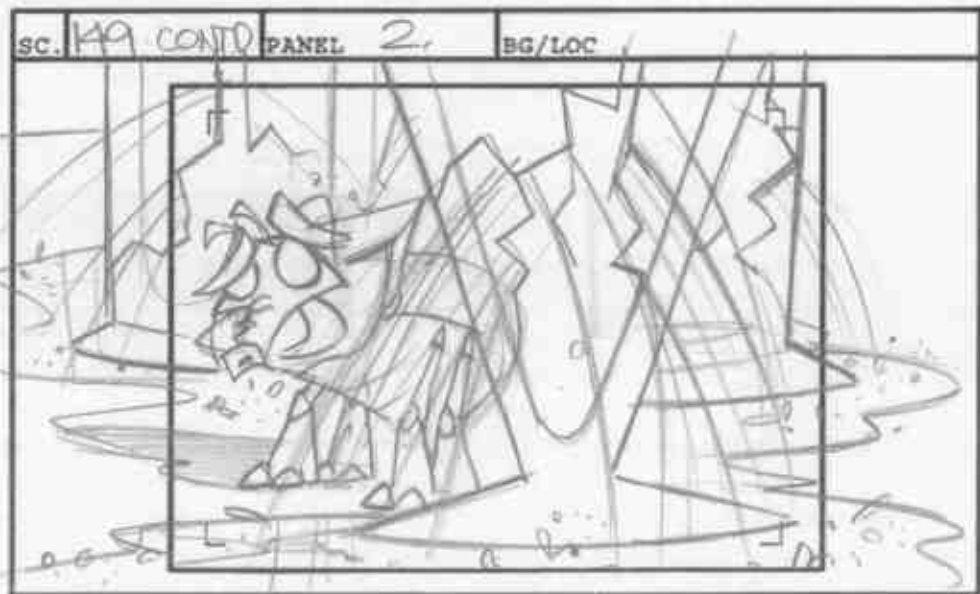
<SCREAM>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
THE PERFUME BOTTLES CRACK, PERFUME  
POURS OUT

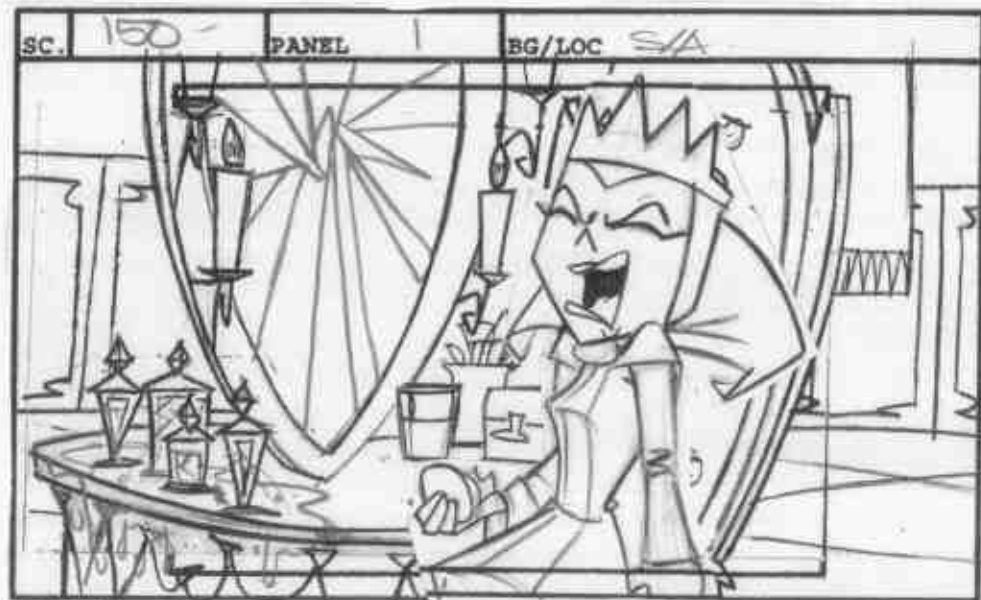
DIAL EQ: (CONTD) (OS)

<SCREAM>

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
WIDE ON EVIL QUEEN SCREAMING -  
THE MIRROR HAS CRACKED, ALONG WITH  
ALL THE OTHER GLASS PRODUCTS IN THE ROOM.

DIAL EVIL QUEEN: (CONTD)

<SCREAM> (STOP)

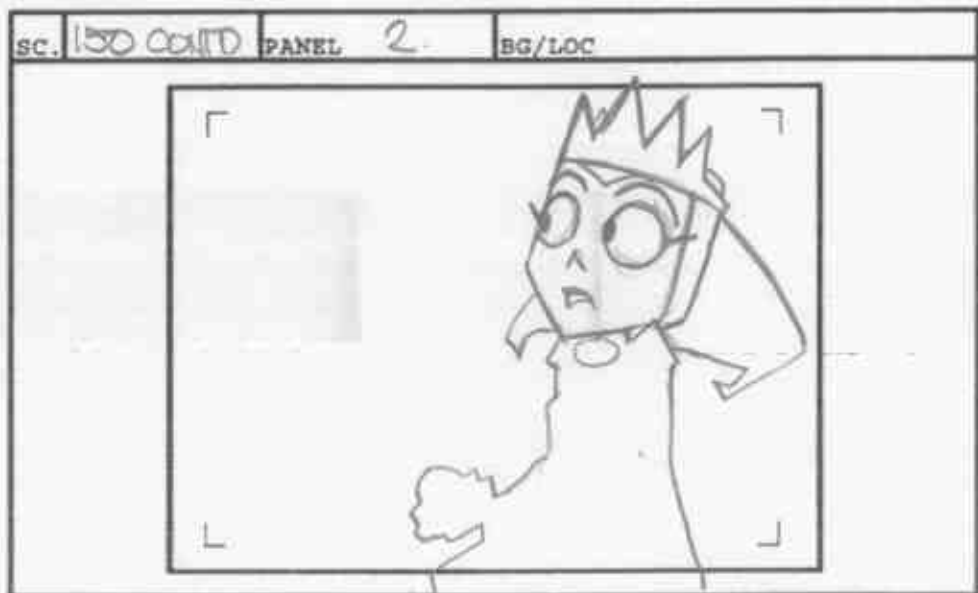
FX:  
SPX:

DIRECTOR'S NOTES

FINAL

PROD #

SLUG NOTES



ACTION

SUDDENLY SHE STOPS WHEN SHE REALIZES WHAT'S HAPPENED.

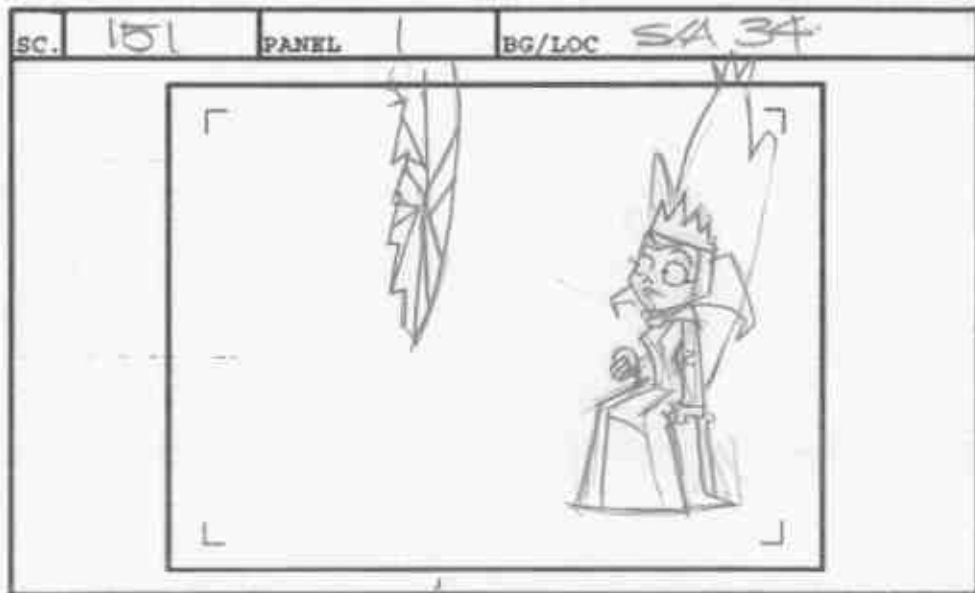
DIAL (74) CREEPIE : (VO)

AND THEN ...

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

WIDE ON THE EVIL QUEEN STARRING AT THE BROKEN MIRROR.

DIAL (74) CREEPIE : (VO) (CONTD)

..THE VERY WORST THING THAT COULD HAVE HAPPENED...

FX:  
SPX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SHE LEAPS UP UNTO HER FEET.

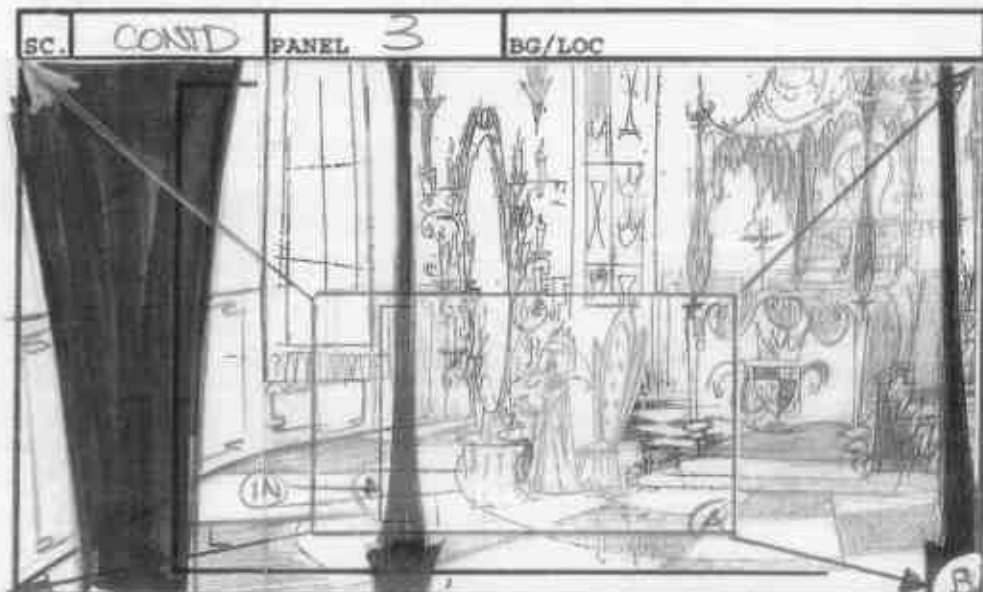
DIAL (74) CREEPIE : (VO) (CONTD)

TO THE EVIL FASHION QUEEN DID!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

FAST TRUCK OUT (A) → (B)  
(SLIDE COLUMNS IN DURING TRUCK OUT)

DIAL (75) EVIL QUEEN:

NO. NO. NO! NOW SEVEN  
YEARS OF BAD HAIR DAYS TOO!?

FX:  
SFX:

DIRECTOR'S NOTES

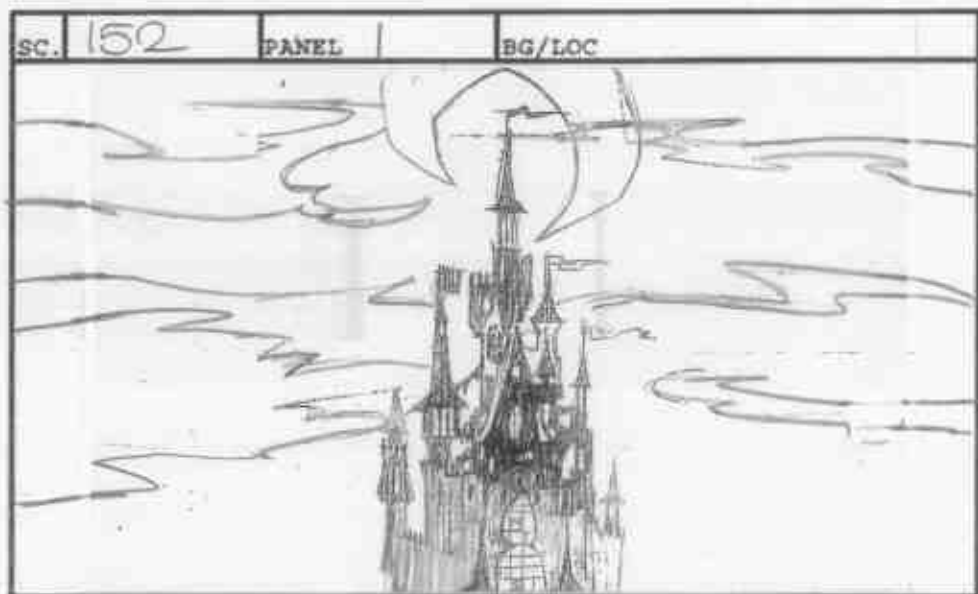
SLUG NOTES

FINAL

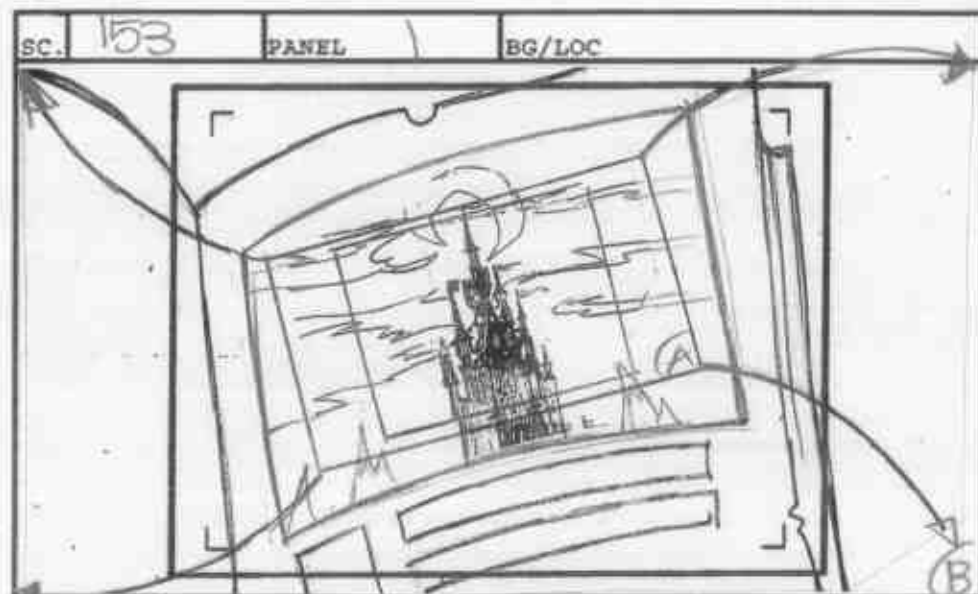
PROD #



growing  
up  
creepie



ACTION  
EXT. EVIL QUEEN'S CASTLE



ACTION  
EVIL QUEEN'S CASTLE - ILLUSTRATION  
IN BOOK.  
ROTATE OUT (A) → (B)

FAST  
X-DISS  
TO

DIAL  
(75) EVIL QUEEN: (OS)

AAAARGH!!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES

DIAL

FX:  
SFX:

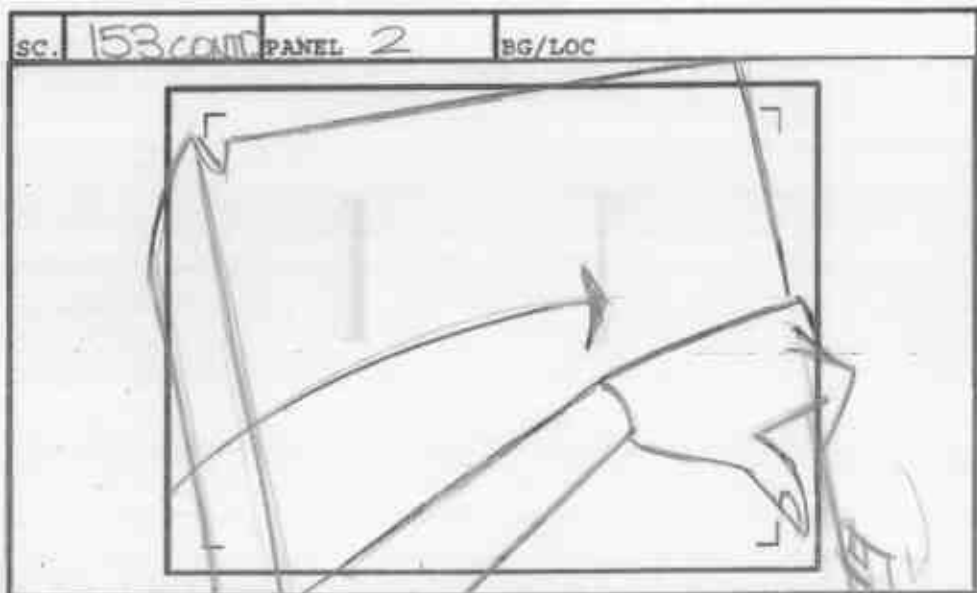
DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #





ACTION

CREEPIE CLOSES THE BOOK

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION

DIAL

(76) CREEPIE: (VO)  
THE END

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES

FINAL  
PROD #



ACTION  
INT. DWEEZWOLD MANOR - KITCHEN  
CLOSE ON CREEPIE

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

[Empty box for notes]

SLUG NOTES



ACTION  
SHE LOWERS THE BOOK AND LOOKS UP

DIAL

LARNAE (OS)

<SNORING>

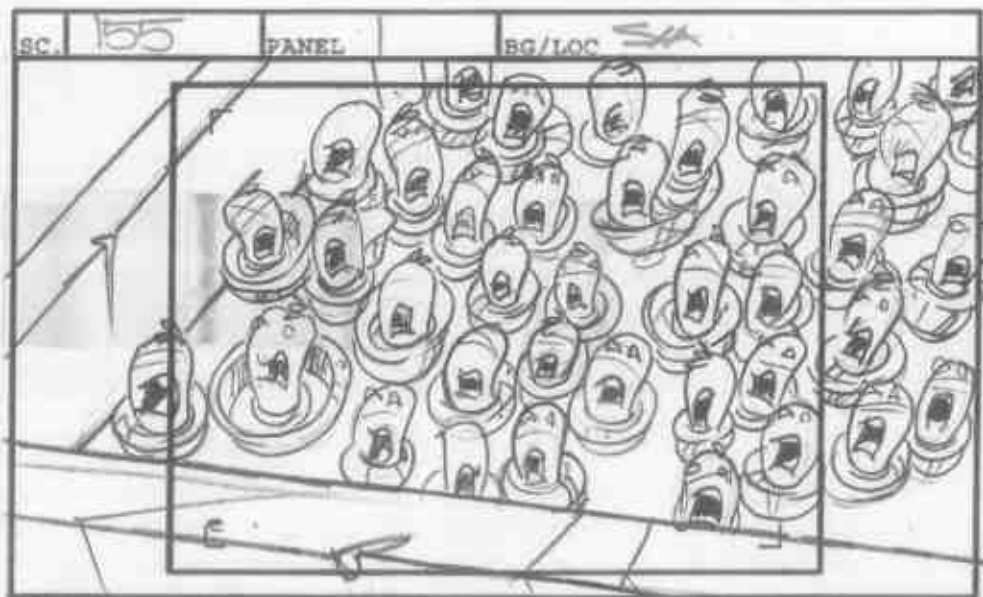
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON DRAWER - FILLED WITH SLEEPING & SNORING BABY LARVAE.

DIAL

LARVAE:

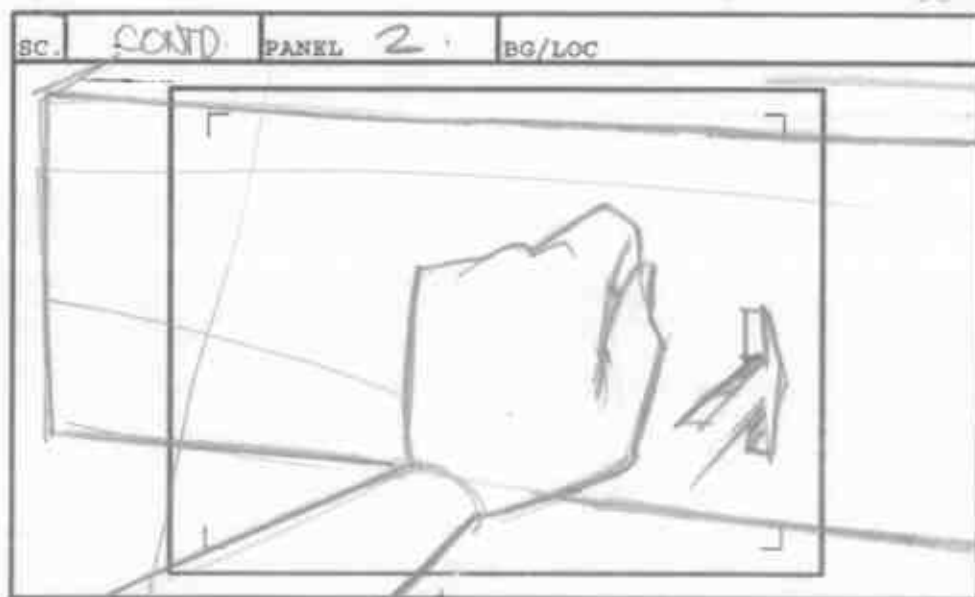
<SNORING> ~~~~~>

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

CREEPIE CLOSES THE DRAWER GENTLY.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
INT. DWEEZWOLD KITCHEN. CREEPIE IS PUTTING THE STORYBOOK ON THE COUNTER. SHE SLIDES IT OVER.

DIAL

FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
REVEALING A BAG OF MARSHMALLOWS. PAULIE IS PEEKING OUT FROM BEHIND.

DIAL

FX:

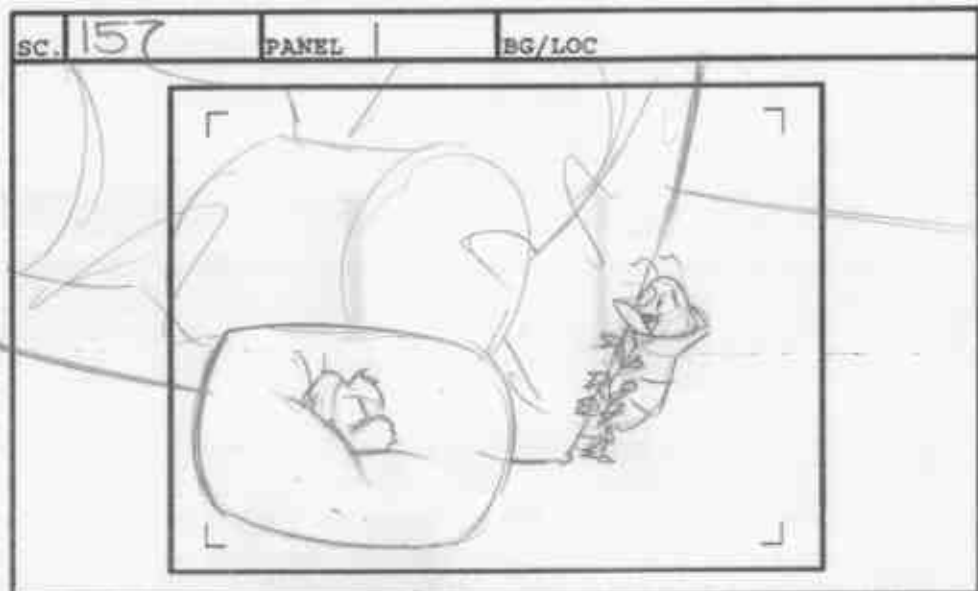
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

ANGLE ON COUNTER PAULIE IS HIDING  
BEHIND THE BAG OF MARSHMALLOWS  
GNAT IS SLEEPING

DIAL

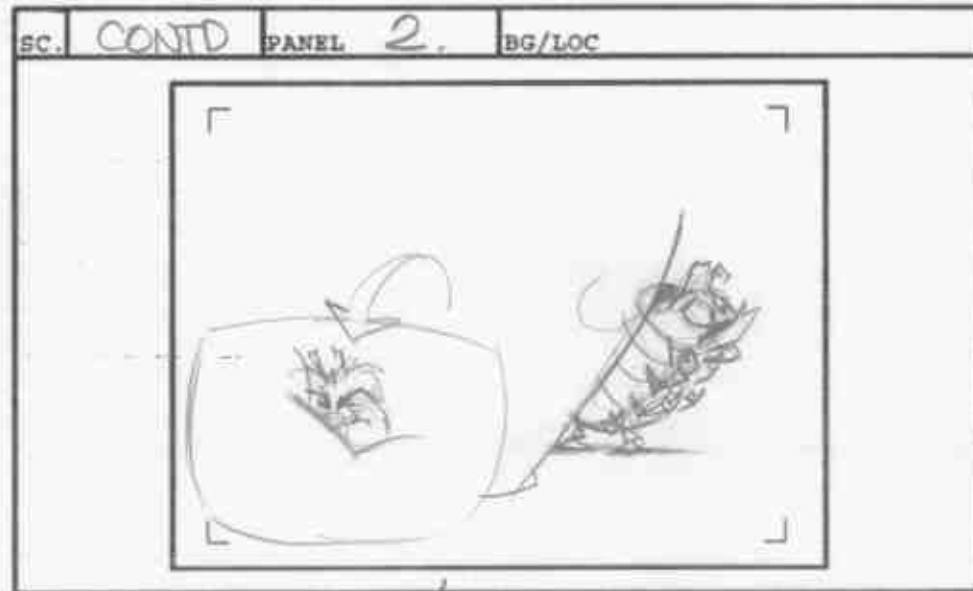
(78) PAULIE: (TERRIFIED)

THE EV-V-V-V-IL QUEEN IS GOING TO

FX: GET ME!  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

DIAL (78) PAULIE: (CONTD)

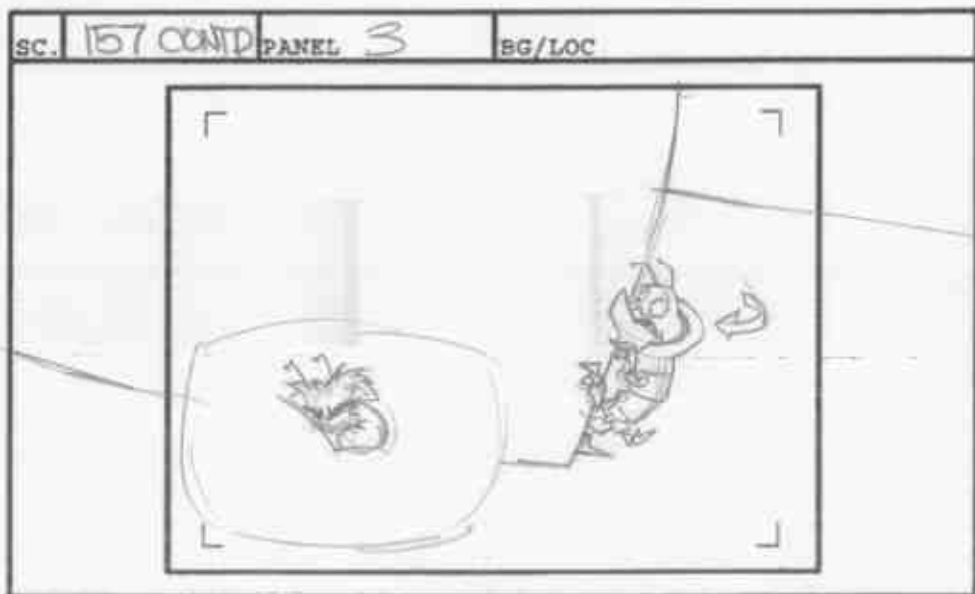
OH YAY! AND THE TICK THING.

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION



ACTION

ANGLE ON CREEPIE

DIAL

78 PAULIE: (CONTD)

TH-TH-THE EV-V-VIL HENCHB-B-BUG!

FX: I KNOW YES.

SFX:

DIRECTOR'S NOTES

[Empty box for Director's Notes]

SLUG NOTES

DIAL

79 CREEPIE:

HOU PAULY! IT'S ONLY A STORY!

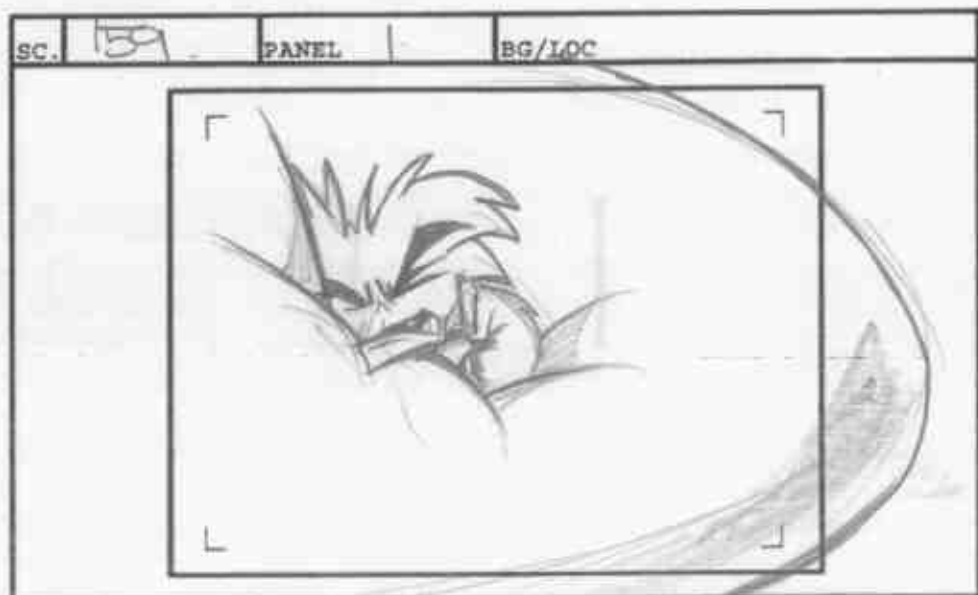
FX:

SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

CLOSE ON GNAT CURLED UP ON HIS MARSHMALLOW BED.

DIAL

80 GNAT: (GROGGY)

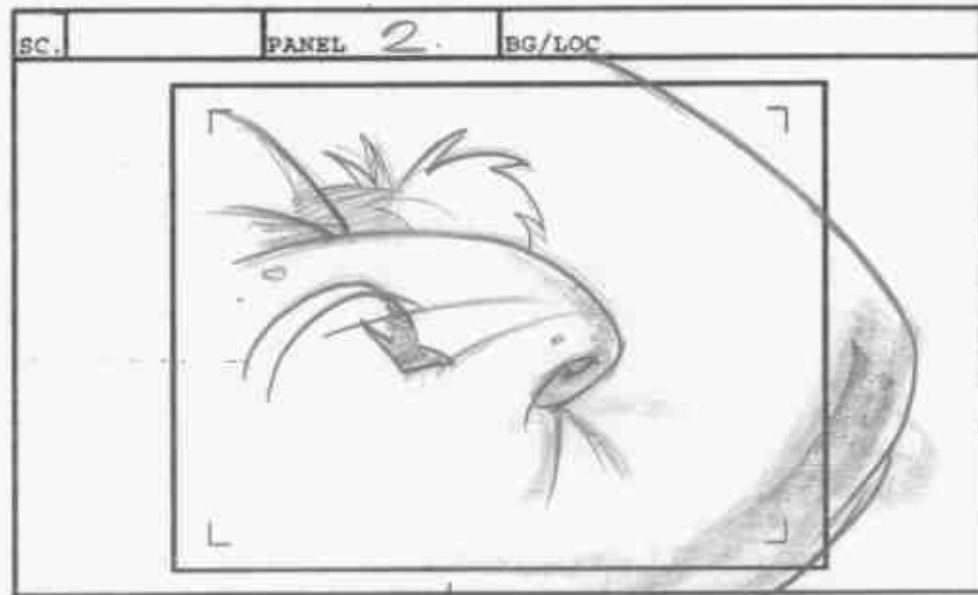
JUST STORM.

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for Director's Notes]

SLUG NOTES



ACTION

HE WRAPS HIMSELF UP.

DIAL

80 GNAT: (CONTD.)

SLEEP, SLEEP!

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION  
WIDE ON CREEPIE



ACTION  
SHE YAWNS

DIAL (81) CREEPIE:

BESIDES, AUSTRALIAN PARALYSIS TICKS  
ONLY LIVE IN AUSTRALIAN. NOTHING TO

FX:  
SFX: WORRY ABOUT.

DIRECTOR'S NOTES

SLUG NOTES
------------

SLUG NOTES

DIAL (82)

<YAWN>

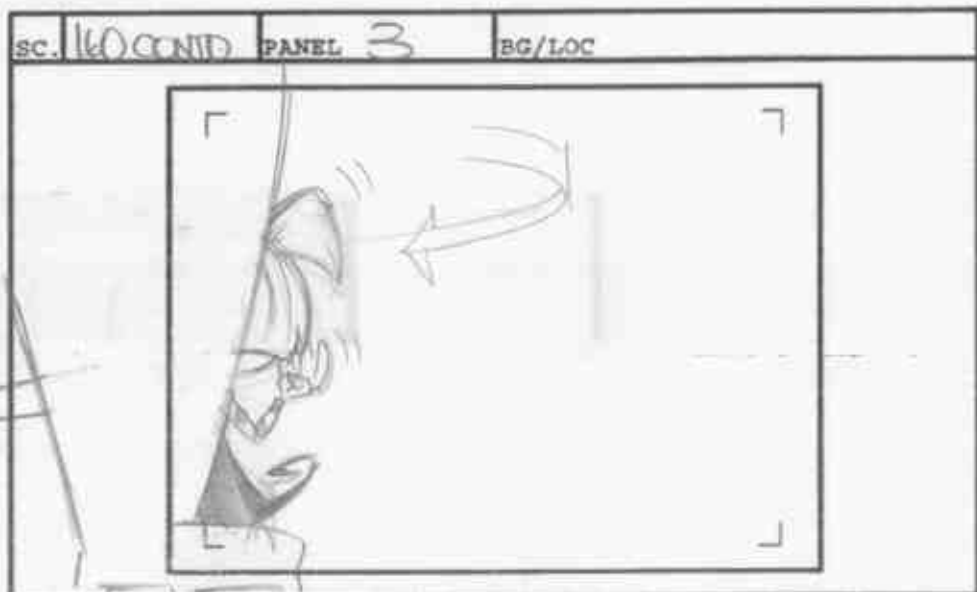
FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

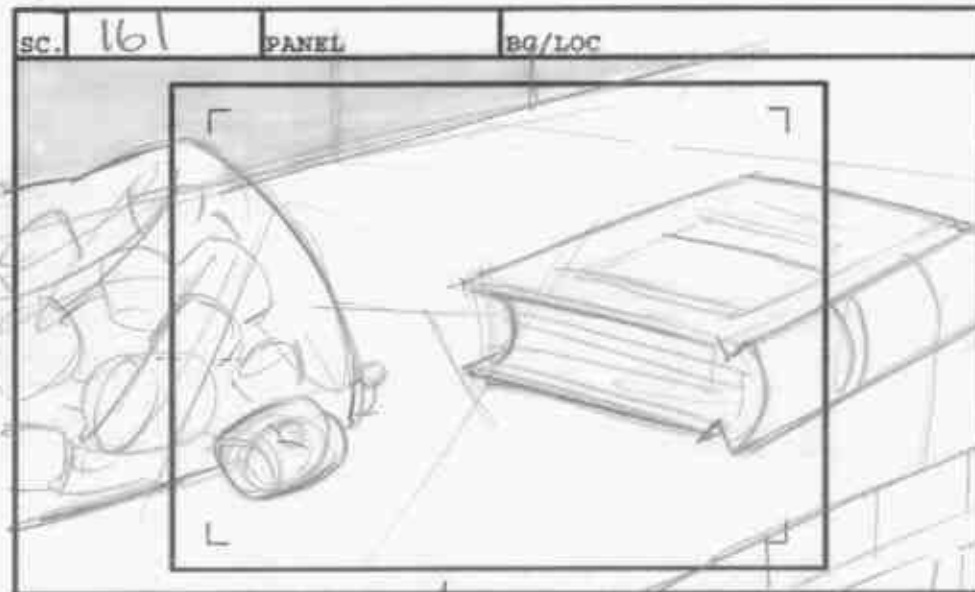
FINAL	PROD #
-------	--------





ACTION

CREEPIE TURNS & EXITS



ACTION

WIDE ON COUNTER

DIAL (81) CREEPIE:

GO BACK TO BED!

FX:  
SFX:

DIRECTOR'S NOTES

[Empty rectangular box for notes]

SLUG NOTES

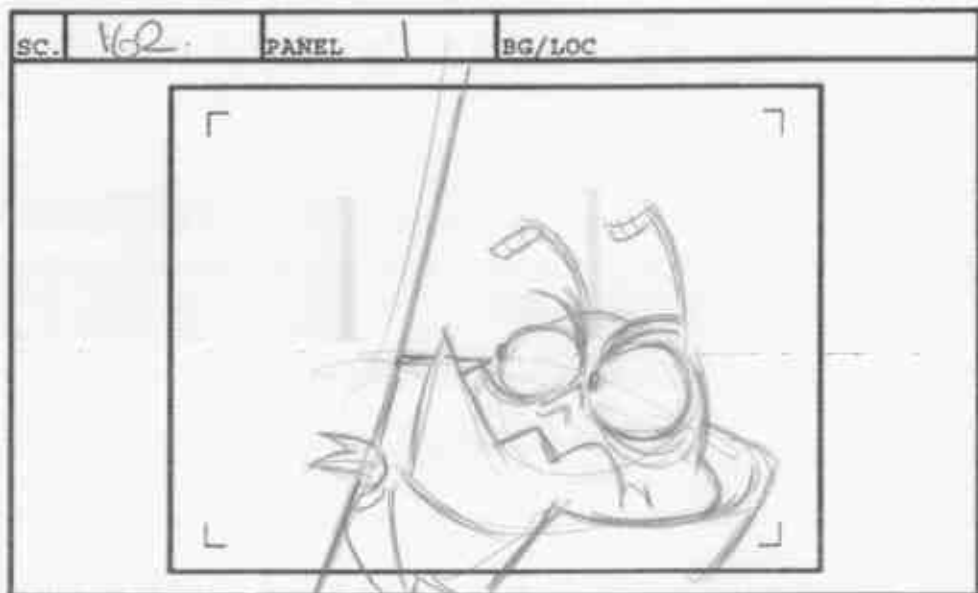
DIAL SFX: (OS) <DOOR CLOSING>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



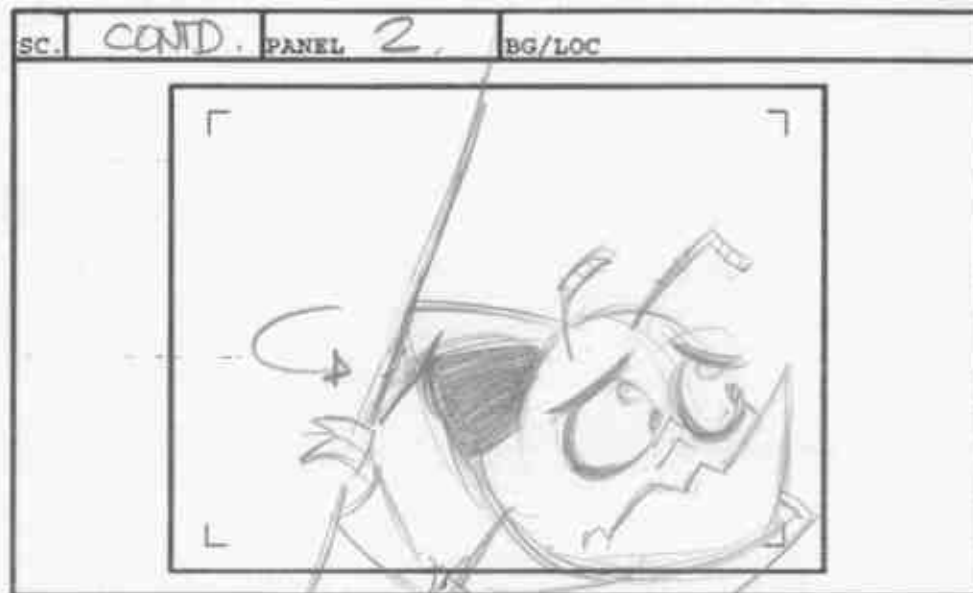
ACTION  
CLOSE ON PAULIE LOOKING THIS  
WAY

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION  
AND THAT

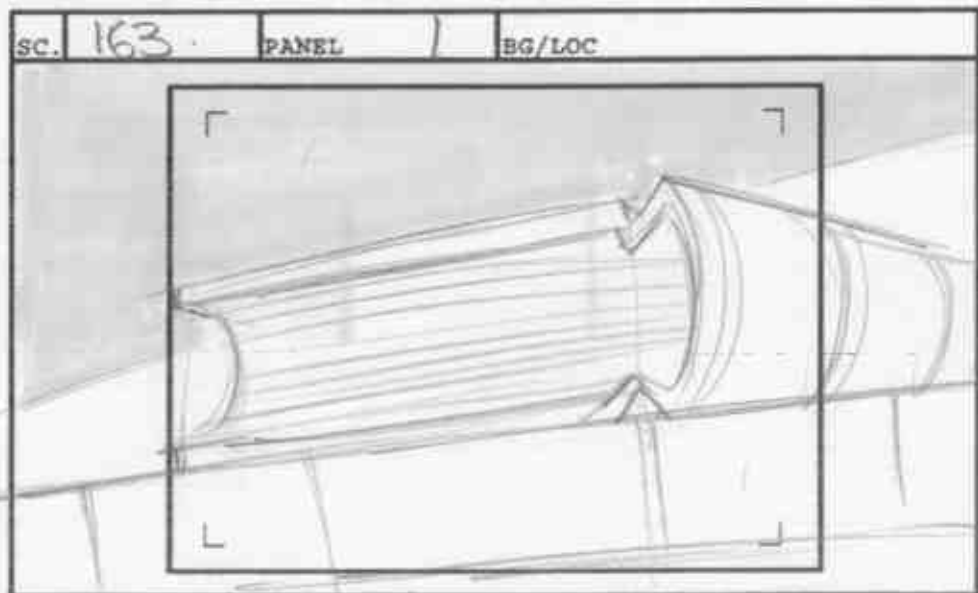
DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

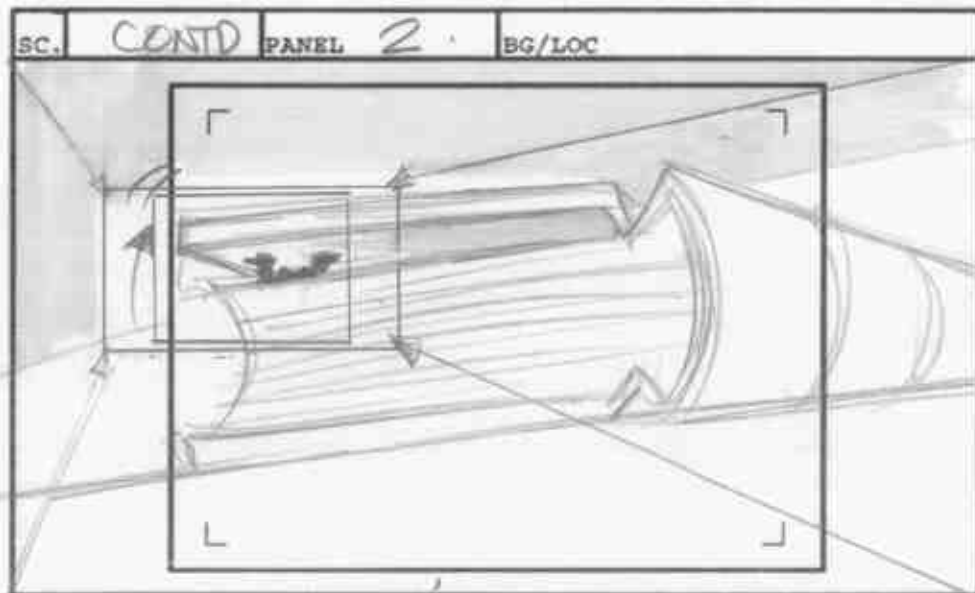
PAULIE'S P.O.V. ON THE STORY BOOK

DIAL

PX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

IT BEGINS TO GLOW AND THE COVER  
BEGINS TO RISE  
TRUCK IN (A) - (B)

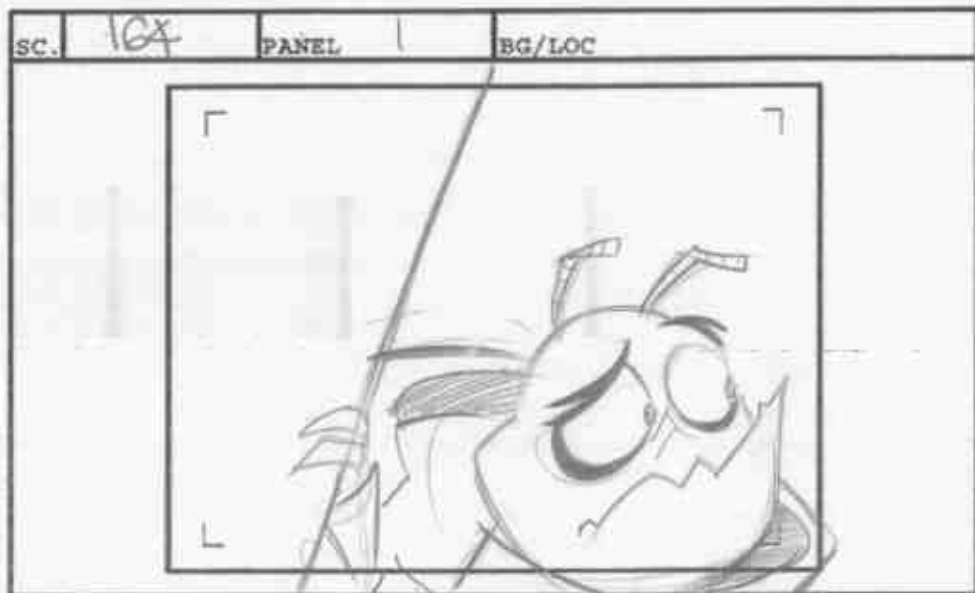
DIAL

PX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION

PAULIE "BUGS-OUT"

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL  
PROD #



ACTION  
ANGLE ON STORYBOOK. THE TICK  
HAS JUMPED OUT OF IT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

SLUG NOTES



ACTION  
HE REARS UP, MEANINGFULLY.

DIAL

TICK:

<HISSING>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES

FINAL

PROD #



ACTION

SCENE FADES ..

DIAL

TICK: (CONTD)

<HISS>

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



ACTION

UNTIL ON THE TICK'S EYES ARE LEFT

DIAL

FX:  
SFX:

DIRECTOR'S NOTES

SLUG NOTES



FINAL

PROD #